NECROMUNDA™

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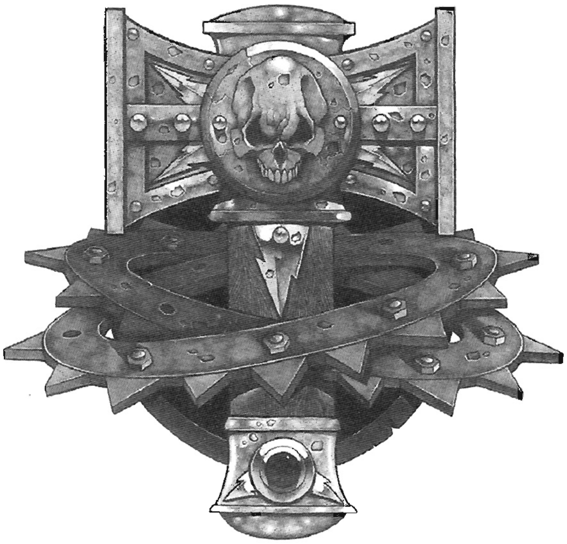

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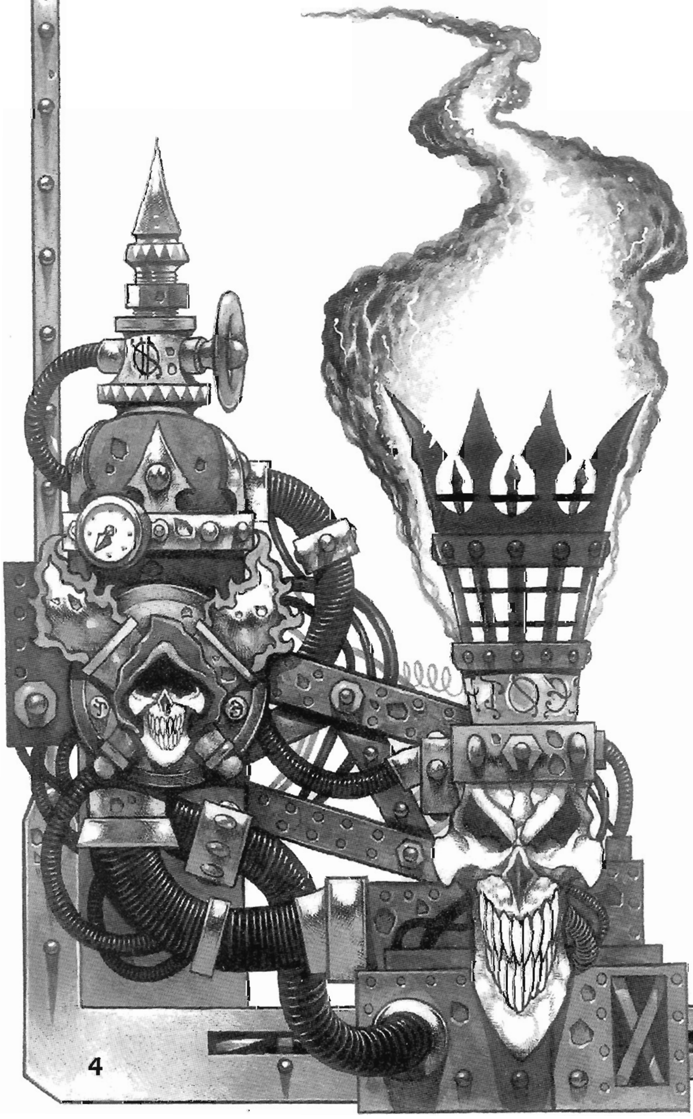


INTRODUCTION

Necromunda is a game of fierce combat between rival gang fighters in the dangerous underworld of the Necromundan hives.

A hive is an ancient and incomprehensibly vast city, built up layer upon layer, stretching ten miles into the planet's atmosphere. To those who live in the depths, the dark and ruinous Underhive offers every opportunity for wealth and power. Its collapsed caverns conceal the riches of the distant past: rare and precious metals, unfathomable archeotech devices, wondrous mutated fungi and much more. It is also a place of danger, where mutant creatures, renegades and killers hide from the laws of House and Hive. And, of course, there are others who want the riches of the Underhive for themselves.

Outside the hives, the planet's surface is covered by endless miles of toxic ash wastes and the atmosphere is so polluted that it corrodes the hive's armoured walls. Above is a harsh sky and the sun's deadly light. Beyond the planet itself is the wider galaxy and the great realm of the Imperium of Man, an empire of a million worlds held in thrall by the Adeptus of Earth. But such things are nothing but legends in the Underhive where sky and space, planets and even the ground itself are concepts so wild and abstract that many refuse to believe they exist.

TABLETOP CONFLICT

The Necromunda game allows you to fight conflicts between rival Underhive gangs on the tabletop. The opposing gangs are represented by models, assembled and painted by yourself, each representing an individual gang fighter. You'll find more information about the different cultures and peoples of Necromunda in Campaigns. Your tabletop becomes a part of the Underhive, the scene of the action, with ruined buildings, gantries and multi-level walkways.

The aim of the game is to outfight your opponent, which requires a mixture of skill and luck. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You'll also want to expand your gangs from their modest beginnings. Many models are available for the different gangs, with these you can expand your collection, equip fighters with different weapons, and add more powerful characters.

BUILDING THE GANG

Every time you play Necromunda you earn the opportunity to expand or improve your gang. Each time a gang fights, its members gain in skill and experience. Young juves quickly progress to become full gang fighters, and fighters learn new abilities which make them superior combatants. By winning games you gain territory, discover ancient artifacts, uncover mineral wealth, and so on. With this wealth you can buy more weaponry and hire more gang fighters.

As the gang's leader becomes richer and his followers ever more deadly, his fame will spread throughout the Underhive. Famous gunfighters and other renegades will come and seek him out, perhaps to join him, maybe to collect the inevitable bounty that piles upon his head!

By recording the details of your gang you can watch it grow from a bunch of young hopefuls to hardened fighters feared and respected throughout the Underhive.

THIS BOOK

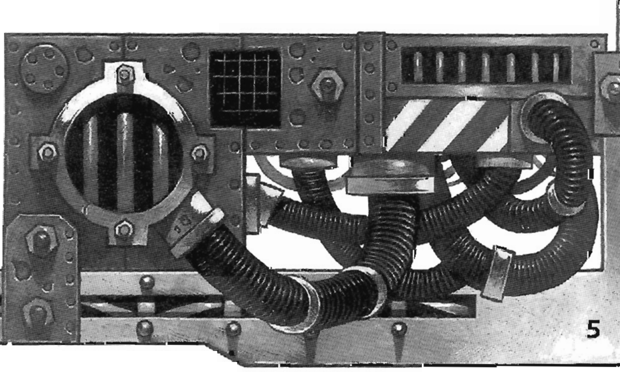
This book contains all of the rules that you need to play either one-off games or a full blown campaign in the dangerous Underhive of Necromunda. The book is divided into three separate sections, the Rules which naturally contains all of the core rules of the game, Campaigns which adds the campaign system and Outlanders which contains additional rules as well as new gang types.

THE RULES

The first part of the book contains the rules of the game. You don't need to learn all the rules to play, but we suggest you read through the Rules at least once before attempting your first game. The most important rules are summarised on a playsheet, provided at the end of the book, and you'll quickly find these are all you need in most situations (for easy reference we suggest you cut out or photocopy the playsheet). For more detailed rules and to resolve more complex situations, you can always refer to the relevant rules section.

NEW PLAYERS

If you're new to Games Workshop games then you'll be reassured to know that finding other players isn't normally a problem – you'll be surprised how many there are! There may be a Games Workshop store nearby, where you can obtain models, paints and game supplements. Games Workshop stores are not just shops, they are hobby centres where the staff will happily help you learn the rules, show you how to paint, and suggest ways to use and develop your collection. Games Workshop staff are also players who collect and paint their own forces and fight battles themselves.



WHAT YOU WILL NEED

As well as this book, you will need the following things to play Necromunda.

CITADEL MODELS

You will need enough miniatures of the appropriate type to represent the fighters of your gangs. At the end of this book is a catalogue section showing the vast range of figures available for Necromunda. It is a good idea to make up your gang on paper first and then purchase the miniatures that you need. If there is no figure available with the particular weaponry that you require, you can convert an existing figure by adding bits from other miniatures or the Necromunda weapons sprue to create your own unique fighter. The plastic Necromunda figures shown here are specially designed to have interchangeable arms and weapons, making the process a lot easier.

Orlock gangers

As you will see in Campaigns, there are many different gangs inhabiting the Underhive, and you will need to choose one to play with. Each gang has a different style of fighting and each will have their own aims and objectives. You could choose a gang that reflects your preferred tactics or you could read the background section in Campaigns and choose whichever gang particularly grabs your imagination. A good way of choosing which gang to play with is simply to pick the Necromunda gang models that you like the best.

Goliath gangers

PLAYING SURFACE

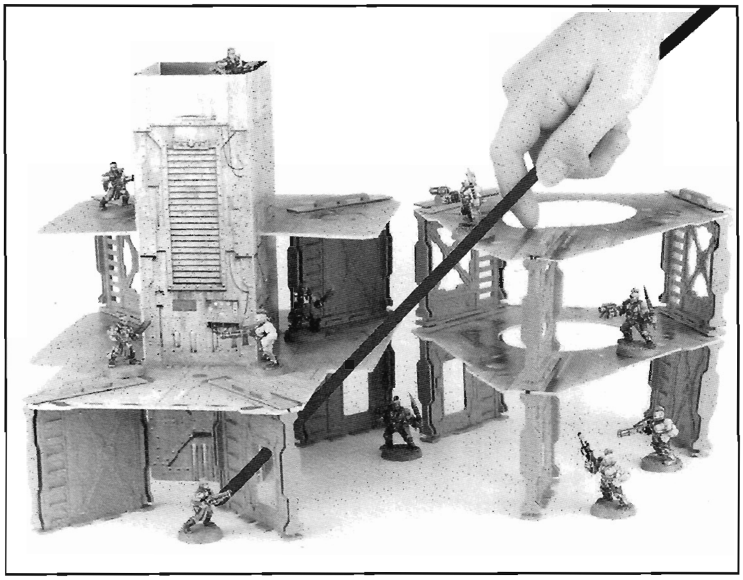
You will need a firm, level tabletop or area of floor to play Necromunda on. A kitchen table will do fine. Some gamers make their own gaming tables from a sheet of chipboard or something similar. Such a table can be slightly larger than the table or trestles that support it, and can be divided into two or more pieces for ease of storage. Many players find that a heavy blanket draped over a table or spread upon the floor makes a fine surface on which to play a battle. Whatever you use, you will find that an area approximately 4 feet square is about right for most battles.

Some painted metal miniatures. From left to right: Delaque, Escher, Cawdor and Orlock gangers.

SCENERY

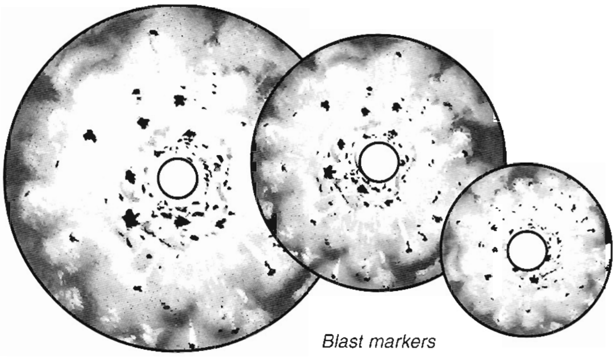
The desperate struggles of a Necromunda battle usually take place over tangled walkways, hastily constructed barricades and labyrinthine architecture. Pre-cut card and plastic scenery is available from Games Workshop, but many gamers enjoy the challenge of making their own terrain. Although properly modelled terrain will enhance your enjoyment of the game, you can still play with only a bare minimum of scenery. As a rule, you will find that a table cluttered to overflowing with scenery will lead to closer and more exciting games.

Throughout the book you will find photographs, drawings and descriptions of the Underhive. These should give you plenty of ideas for producing your own scenery. Games Workshop's book 'How to make Wargames Terrain' is also a good source of ideas and practical hints on all aspects of scenery building.

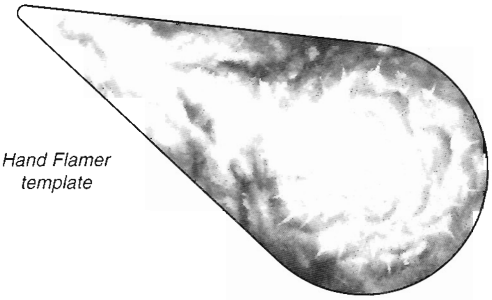


TEMPLATES

At the back of the book you will find sheets of pre-printed blast markers and templates for weapons that affect an area such as flamers and grenades. Before you play, you should cut these out and, if you wish, mount them on card for extra durability. You can photocopy these sheets first if you don't want to cut up your copy of Necromunda.



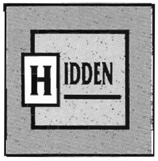
Blast markers



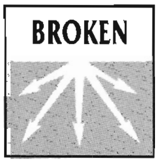
Hand Flamer template

COUNTERS

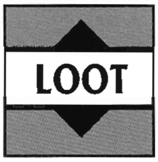
As well as the templates, there are also counters to help keep track of things happening on the tabletop. You can of course keep separate notes on pieces of paper of which models are hidden or on overwatch and so forth, however the counters provide a convenient way to jog your memory and speed up gameplay. Just as with the templates, these should be cut out and and can be mounted on cardboard if you wish.



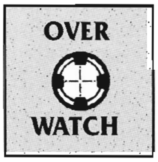
Hidden counter



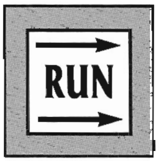
Broken counter



Loot counter



Overwatch counter



Run counter

DICE

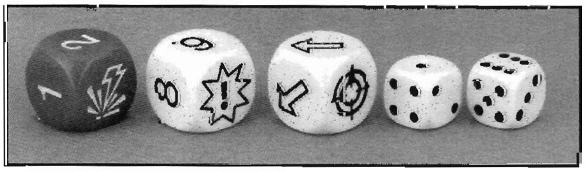
Four different dice are used in the game as explained in the rules. Don't worry about how the dice work for now, this is covered in detail later on. The different dice are:

Ordinary Dice (D6)

Sustained Fire Dice

Scatter Dice

Artillery Dice



From left to right: Sustained Fire dice, Artillery dice, Scatter dice and two ordinary 6-sided dice

Ordinary dice are marked 1 to 6 in the usual way. These dice are used a lot during play and to save space on charts they are always referred to as D6 (where 'D' stands for dice). So, when the rules call upon you to roll a D6 we are simply asking you to roll a dice. D6+1 means roll a dice and add 1 to the score. 2D6 means roll two dice and add the scores together to obtain a score of 2-12.

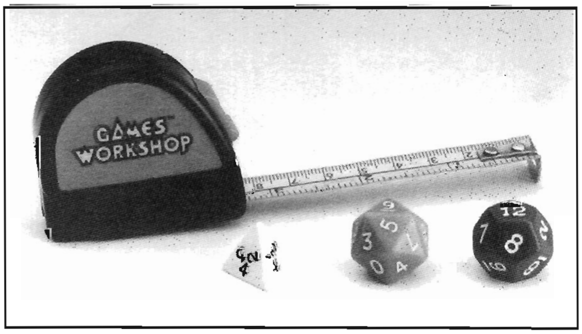
The **Sustained Fire dice** is marked 1, 1, 2, 2, 3 and with a special JAM symbol as shown in the photo. This dice is used to shoot a protracted burst of shells where 1, 2 or 3 hits can be caused (as discussed in the rules).

The **Artillery dice** is marked 2, 4, 6, 8, 10 and a MISFIRE symbol. This dice is used in conjunction with the Scatter dice to determine how far shells land from their mark. A MISFIRE result can result in a shell proving dud or even exploding in the breech. Both the Sustained Fire dice and the Artillery dice can be substituted with an ordinary D6 at a pinch. For the Artillery dice, simply roll a D6 and double the score counting sixes as a MISFIRE result. The Sustained Fire dice is almost as simple, count a score of one as a JAM and halve any other result, rounding the score down.

The **Scatter dice** is marked with four arrows and two HIT symbols. This dice is used to determine where grenades and shells land if they miss their target, hence 'scatter'. The dice can be used to establish any random direction from a point. Note that the HIT symbol also has a small arrow on it to facilitate this.

A selection of other dice will also prove useful: for example a four-sided dice (D4), ten-sided dice (D10) and twelve-sided dice (D12). These are used to establish the amount of wounds inflicted by some large or deadly weapons. None of these dice are strictly necessary, as you can generate random numbers using the D6 provided. In the case of a D4 roll a D6 and re-roll numbers of 5 or 6. For a D12 roll a D6, on a 1-3 roll a D6 to give a number of 1-6, on a roll of 4-6 roll D6+6 to give a number of 7-12. A D10 can be represented the same way but re-roll 6's.

All of these dice are available from Games Workshop stores and Mail Order, and most will be supplied with one of Games Workshop's boxed games.



TAPE MEASURE

For measuring ranges you will need a retractable steel tape measure marked in inches or a couple of the plastic range rulers supplied in most Games Workshop boxed games.

OTHER THINGS YOU WILL NEED

Pens and pencils, and plenty of paper will also be required. When you play a game you will need to keep track of wounds suffered by your fighters, the weapons they are carrying, and other details. This is most easily done using a roster sheet, and a blank sheet is included at the end of the book. We recommend that you make additional copies and use them to record details during the game. We'll explain more about roster sheets and how to use them in Campaigns.

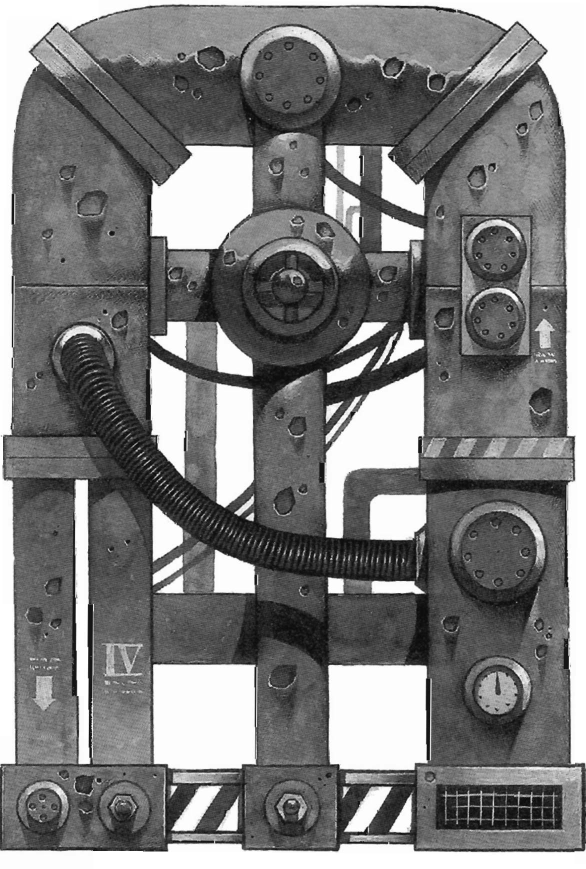
CHARACTERISTICS

The Underhive fighters of Necromunda have wildly varied martial skills and physical abilities. Some are faster than others, some are stronger, some more determined, some are better shots, and so forth. This tremendous variety is fully represented in the Necromunda game in the form of **characteristics** and **special skills**. Right now we won't worry about the special skills – these come later with practice and battle experience. For the moment we'll just consider a fighter's characteristics.

Each model fighter is defined by a set of characteristics namely: Move, Weapon Skill, Ballistic Skill, Strength, Toughness, Wounds, Initiative, Attacks and Leadership. Each characteristic is assigned a value of (usually) between 1 and 10. The higher value your model has for any characteristic the better – for example, a model with a Strength of 6 is stronger than a model with a Strength of 2. Descriptions of the different characteristics are given below.

MOVE (M). A model's move shows the number of inches it can move in a turn under normal circumstances. The usual number is 4 as almost all fighters move 4" per turn, although they can move faster when they are running or charging, as you'll see later.

WEAPON SKILL (WS). Weapon Skill is a measure of close combat ability – how good the person is at hand-to-hand fighting. A good swordsman or a skilled knife fighter would have a high value compared to a green juve, for example. An average value is 3.



BALLISTIC SKILL (BS). Ballistic Skill shows how good a shot the individual is. When you shoot a gun the chance of hitting a target depends upon your Ballistic Skill. An average score is 3 and a dead-eye shot might have a Ballistic Skill of 4, 5 or even higher.

STRENGTH (S). Strength simply shows how strong a person is! Strength is especially important when you fight hand-to-hand combat because the stronger you are the harder you can hit or thrust. A Strength value of 3 is about average.

TOUGHNESS (T). Toughness is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club or fist. The tougher you are the harder you are to wound or kill. An average value is 3.

WOUNDS (W). A model's Wounds value shows how many times a fighter can be wounded before he collapses and goes down dead or incapacitated. Most individuals have a Wound value of only 1 but tough old gang leaders and veteran gangers might have a value of 2 or more.

INITIATIVE (I). The Initiative value represents alertness and reaction speed. It determines a fighter's chance of dodging a sudden blow or gathering his wits while shells and bombs explode around him. An average Initiative value is 3.

ATTACKS (A). The Attacks value indicates the number of 'Attack dice' rolled when the model fights in hand-to-hand combat. Most individuals roll only one dice and so have an Attacks value of 1, but experienced fighters might have a higher value and roll correspondingly more dice. The more dice you roll the more chance you have of beating your opponent!

LEADERSHIP (Ld). Leadership represents raw courage and self-control. The higher a person's Leadership the more likely he is to remain steadfast in combat while others run off or are slain around him. An average Leadership value is 7.

CHARACTERISTIC PROFILES

A model's characteristic values are written in the form of a convenient chart which we call his **characteristic profile** or just **profile**.

Fighter	M	WS	BS	S	T	W	I	A	Ld
Mak McMadd	4	3	3	3	3	1	3	1	7

This is the average profile for a gang fighter or 'ganger', as they are called. When you raise your first gang it will include gangers with exactly this profile. As you fight games against other players your fighters will get better and their characteristics will rise. All these details are recorded using gang roster sheets. This is explained properly later on. For now it's enough to know what the characteristics are and how the values vary.

THE TURN

During the game you take command of a gang of Necromundan Underhive fighters. Your opponent commands a rival gang, your deadly opponents in the forthcoming conflict.

The model fighters and scenery are set up on the tabletop as appropriate for the encounter you are fighting (see the Scenarios section in Campaigns). There are many different types of encounter, varying from the straightforward shoot-out to rescue missions, ambushes and daring raids. Depending on the encounter played, you can set the gang fighters up in different ways, but all the games are basically played in the same fashion.

To begin with one side takes a turn, then the other side, then the original side and so on, much like a game of draughts or chess. When it is your turn you can move all your models, shoot with any fighters that are able to do so, and fight hand-to-hand combats. Once your turn is complete it is your opponent's turn to move, shoot and fight with his gang.

PHASES

To keep track of who's doing what and when, your turn is divided into four distinct **phases** as follows. Each phase is completed before beginning the next. So, begin by moving all your models, then shoot with all models that can do so, then fight hand-to-hand, and finally recover any models that have run from the fight.

TURN SEQUENCE

1	MOVEMENT	During the movement phase you may move your gang fighters according to the rules given later for movement.
2	SHOOTING	In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.
3	HAND-TO-HAND	During the hand-to-hand phase all models in hand-to-hand combat may fight. Note that both sides fight in hand-to-hand combat regardless of whose turn it is.
4	RECOVERY	During the recovery phase you can attempt to recover individuals whose nerve has broken. The rules for keeping your nerve, running away and recovery are described later.

Once your turn is complete it is your opponent's turn. Your opponent works through each phase, moving, shooting, fighting hand-to-hand and recovery, after which his turn is over.

Games last until one side either gives in or is forced into defeat as described later. You can also be obliged to withdraw from the fight if your side takes too many casualties. During some encounters, there is a specific objective which you must achieve, perhaps to destroy a machine or rescue a captive. Each of the special encounters describes what you must do to win, and therefore end, the game.

MOVEMENT

During the movement phase you can move your models as you wish in accordance with the rules given below. Move your model fighters one at a time and finish moving each before moving the next one.

You can move your fighters in any order except where noted below.

1	**Chargers**	If you want a model to charge at an enemy and attack him hand-to-hand then you must do this before moving any other models. When you charge you must declare to your opponent that you are charging and indicate which enemy model you are attacking.
2	**Compulsory Moves**	Sometimes a model is obliged to move in a certain way and this is called a 'compulsory move'. For example, a fighter whose nerve breaks must run away from his enemies and take cover. Make all your compulsory moves before finishing any remaining movement.
3	**The Rest**	Once you have moved chargers and compulsory movers you can move the rest of your models as you wish.

MOVING

During their movement phase models can move up to their move rate in inches in any direction. Most fighters have a move characteristic (M) of 4 and so can move 4" in any direction including up or down ladders.

In normal circumstances you do not have to move the full permitted distance or at all if you do not wish. Any exceptions are described later and invariably involve either charges or compulsory moves.

RUNNING

The normal 4" move represents a person moving at a fairly rapid rate but allowing time to aim and shoot a weapon and generally observe what is going on around him. If you wish a model can move much quicker than this – he can run! A running fighter can move at double speed: 8" rather than 4", for example.

A running model loses his chance to shoot in the turn. He is concentrating on running and is not prepared to fight, having shouldered his weapons or replaced them in holsters. You should declare that models are running as they move, as this will help to remind both players that the model is unable to shoot that turn. You can place a Run counter beside the model to jog your memory if you wish.

If a running model approaches within 8" of an enemy that he can see he must stop immediately. The runner is surprised to find an opponent so close and immediately stops to draw a weapon or ready himself to fight.

CHARGE!

If you wish a model to engage an enemy in hand-to-hand combat then you must declare and make a special move called a **charge**. The reason we do this is that the enemy may get a chance to shoot as you leap towards him waving your weapons and yelling a bloodcurdling cry. Without measuring the distance, declare that you are charging and indicate which enemy model you wish to attack.

A charge is like a run, at double move rate, but ends with the attacker touching his enemy base-to-base. Once opposing models are touching bases in this way they are engaged in hand-to-hand combat. Models are also engaged in hand-to-hand combat if separated by a low wall or obstacle, where it is literally impossible for the bases to touch because the wall is in the way.

It can happen that you charge towards an enemy but fail to reach him because you have miscalculated the distance. If this happens the model is moved as far as possible towards his enemy and can do nothing for the rest of the turn.

Note that you cannot move models into hand-to-hand combat except by charging – any move intended to bring a fighter into hand-to-hand combat is a charge by definition.

HIDING

The **Hiding rule** allows us to represent the fact that real people can duck down and conceal themselves in a way our unmoving and dramatically posed models cannot. A hiding fighter keeps as still as possible, just peeking out over his cover or around a corner. Hiding is sometimes useful if you want to keep out of a fight until the enemy gets within close range, or if you want a breather to recover and regroup your forces.

A model can hide if it ends its movement behind a low wall or column, at the corner of a building, or in a similar position where a person might reasonably conceal himself. The player declares that his fighter is hiding and can indicate this by placing a Hidden counter beside the model.

While hidden a fighter cannot be seen or shot at, even if a portion of the model is actually sticking up or out from its cover.

While hidden a model cannot shoot without giving away its position or coming out of hiding. If a hiding model shoots or moves so that it can be seen then it is no longer hidden and can be shot at as normal.

A model that runs or charges is not able to hide that turn. His sudden burst of speed does not give him time to conceal himself from view.

A model may stay hidden over several turns so long as it remains behind a concealing wall or similar feature. It may even move around behind cover so long as it remains concealed while it does so. If an enemy moves into a position where he would clearly be able to see the hidden fighter, then the model cannot claim to be hidden any longer and the counter is removed.

A model may not hide if it is too close to an enemy – he will be seen or heard no matter how well concealed he may be. This distance varies according to the enemy fighter, who will always see, hear, or otherwise spot hidden foes within his Initiative value in inches. So, a fighter whose Initiative value is 3 will automatically spot all hidden enemy within 3".

TERRAIN

The underworld of the Necromundan hives is a dark and ruinous place where the tumbled constructions of a distant age form a broken and hazardous landscape. Collapsed tunnels and gushing rivers of effluvia make the going arduous and sometimes impossible. Many parts of the Underhive are connected by man-sized crawlholes which travellers must squeeze through to reach their destination. Even the open areas of the Underhive, the ancient and abandoned habitation domes, are a tangle of half buried buildings, industrial zones and collapsed service tunnels.

Battles mostly take part in open areas where movement is easiest. Obviously high walls and other constructions will block your progress, but the ground level and raised surfaces are reasonably solid. However, should you find yourself struggling over shifting ash wastes or up to your elbows in marshes of bubbling pollutant, your progress will be impeded as indicated below.

OPEN GROUND

The tabletop surface, building floors, connecting walkways and ladders are all considered to be open ground which does not affect your movement. You can also move through doors or hatches without slowing your speed.

DIFFICULT GROUND

Difficult ground includes steep or treacherous slopes, dense stands of hive foliage such as giant fungi, pools of pollutant liquid or effluvia, and thick or sodden hive dust. Models move over difficult ground at half speed or half rate, so 1" of movement counts as 2". For example, to cross a 1 1/2" wide pool of bubbling algal slime you must expend 3" of your move. Similarly, if moving over a steep mound of ash waste you'll move at 2" per turn rather than 4".

A fighter who is running is slowed down by difficult ground. He will run at 4" rather than 8" over steep slopes for example, because all models move at half speed over difficult terrain.

VERY DIFFICULT GROUND

This is the really nasty stuff you wouldn't want to go near. It includes tar pits, deep or noxious pools of liquid wastes. and narrow crawlholes through the rubble. Models move over very difficult ground at a quarter rate, so each 1" of movement counts as 4".

IMPASSABLE GROUND

Much of the Underhive is simply impossible to move over or through, such as deep or corrosive pools, enveloping layers of soft hive dust, and, of course, solid walls, collapsed tunnels and the like.

WALLS AND BARRIERS

Walls, pipelines, small heaps of debris, and other low obstacles form barriers that you can either go around or leap over. A model can leap over a barrier less than 1" high and no more than 1" wide without impeding its movement at all. A barrier between 1" and 2" high, and no more than 1" wide, can still be crossed by climbing over but you must give up half of your total move that turn to do so. For example, if you would otherwise move 4" then you must give up 2". A barrier higher than 2" is too tall to climb over and is effectively impassable.

SHOOTING

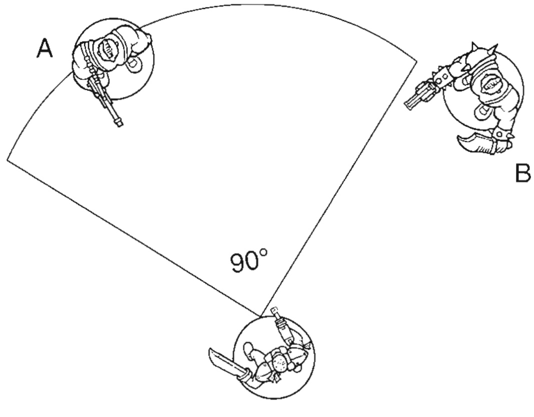
Necromundan Underhive fighters carry a variety of weaponry. Individual fighters often have several different weapons such as grenades, pistols, knives and guns.

During the shooting phase of your turn each of your fighters may shoot once with one of his weapons. So you can either shoot a laspistol, fire a boltgun, or throw a grenade, for example.

Work through your models one at a time. Pick which fighter is going to shoot, nominate his target, work out if he hits his enemy and, if he does so, any wounds or injuries caused, and then continue to the next shooter. You can take shots in any order you wish.

WHO CAN SHOOT

Each model can shoot once in the shooting phase so long as he can see a target and assuming he has a suitable weapon and isn't fighting in hand-to-hand combat (as described later). The fighter is always assumed to face in the direction faced by the model itself, and is able to see within a 90 degree arc to his front. You can only shoot at a target within this arc as shown on the diagram below.

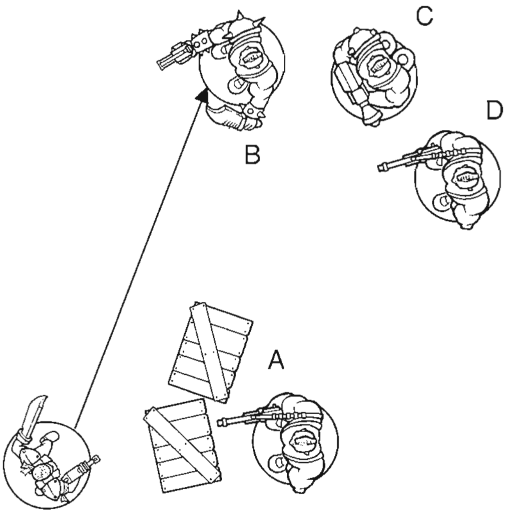


The Orlock can shoot at Goliath A because that model is within his 90° arc of sight. He cannot shoot at Goliath B because this model is outside his 90° arc of sight.

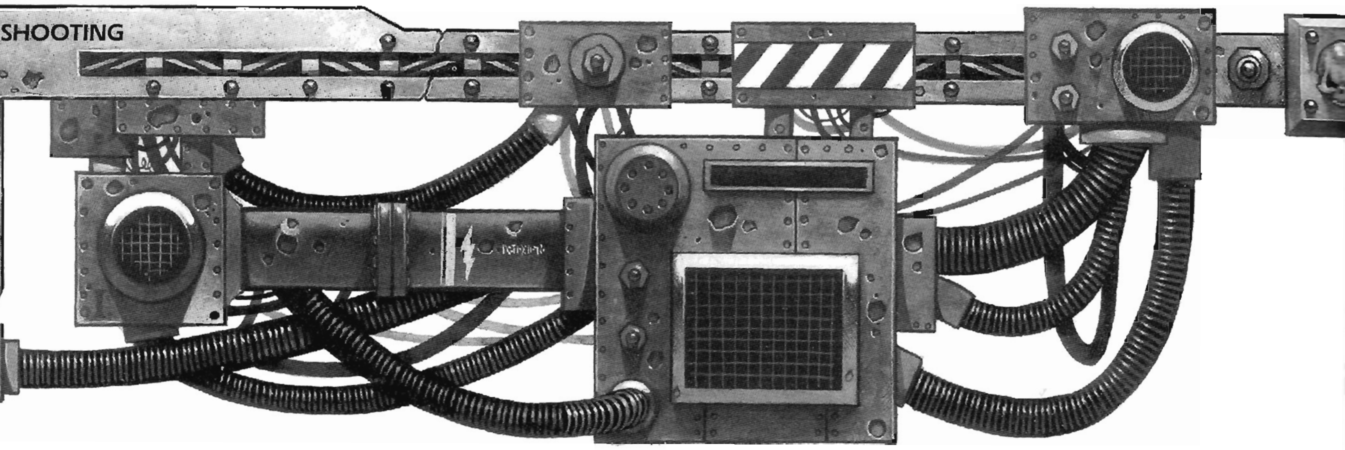
To shoot at a target a fighter must be able to see it, and the only way to check this is to stoop over the tabletop for a model's eye view. Sometimes it will be obvious whether a target can be seen, at other times it will be more difficult as buildings and girders will be in the way. So long as the shooter can see at least a part of the target's body he can shoot, even if all that can be seen is an arm or leg. If he can see nothing but the tip of a gun or the end of a sword then he cannot shoot as he is unable to see the target's body. If in doubt, and if you've checked the shot from both the firer's and the target's view and still can't decide, then roll a dice – on a 1, 2 or 3 you can't see and on a 4, 5 or 6 you can.

CLOSEST TARGET

You must shoot at the closest enemy as he represents the most immediate threat and therefore the most obvious target. However, you can fire at a more distant target if it is easier to hit. For example, a closer target may be hard to hit because it is partly obscured by cover whilst a more distant target might be in the open and therefore an easier shot.



Here, the closest target (A) is behind cover and so is more difficult to hit than the more distant targets B, C and D. In this situation the firer may shoot at target B even though he is further away.



RANGE

Once you have decided to shoot and have chosen your target you must measure to see whether the shot is **within range**. Each type of weapon has a maximum range as indicated later in the Armoury section of the book. The following examples show the short, long and maximum ranges of a selection of typical weapons.

	Short Range	Long Range	Maximum Range
Laspistol	0-8"	8-16"	16"
Bolt Pistol	0-8"	8-16"	16"
Autogun	0-12"	12-24"	24"
Lasgun	0-12"	12-24"	24"
Boltgun	0-12"	12-24"	24"
Melta-gun	0-6"	6-12"	12"
Shotgun	0-4"	4-18"	18"
Missile Launcher	0-20"	20-72"	72"
Heavy Stub Gun	0-20"	20-40"	40

Assuming your target is within range you can proceed with the shot. If the target is out of range then you have automatically missed, but you still have to test to see whether your weapon develops a fault (see *Ammo Rolls*, later in this section).

HITTING THE TARGET

To determine whether a shot hits its target roll a D6. The dice score needed will depend upon how good a shot the firer is (as indicated by his Ballistic Skill or BS). The chart below shows the minimum D6 roll needed to score a hit.

BS of shooter	1	2	3	4	5	6	7	8	9	10
D6 score	6	5	4	3	2	1	0	-1	-2	-3

For example: If the shooter is a ganger with a BS of 3, a dice roll of a 4 or more is required to hit the target. An easy way to remember this is simply to subtract the firer's BS from 7 to find the number needed to hit.

You will notice that the chart covers scores of 1 and even less. However, a dice roll of a 1 is always a miss regardless of circumstances. There is no such thing as a certain hit – if the dice turns up a 1 you have missed!

HIT MODIFIERS

Some shots are easier than others. It is easier to hit a target that is in the open compared to a target behind cover. Usually it is easier to hit a target if it is close compared to one further away. These situations are represented by the following modifiers.

HIT MODIFIERS

-1	If the target is in partial cover	Up to half the target is obscured as defined in the section on cover.
-2	If the target is in cover	More than half the target is obscured as defined in the section on cover.
-1	Appearing/disappearing or charging target	The shooter is firing at a suddenly appearing/disappearing or charging target whilst on overwatch. See the Overwatch rules later in this section.
-1	Rapid moving target	The target moved 10" or more in his previous move phase.
-1	Small target	The whole target is less than 1/2" tall or wide. Such targets might include unexploded bombs, mechanical devices, or a specific point on the ground or wall. Enemy fighters are always larger than this!
+1	Large target	The whole target is 2" tall or wide. Such targets include large processor tanks, bulkhead doors and other sizeable bits of industrial equipment.

Modifiers for range depend upon the weapon used. All weapons have their own range bands and different modifiers at short or long range, as indicated in the Armoury section of this book. The following examples show how this works.

Weapon	Short Range	Long Range
Laspistol	+2	-1
Bolt Pistol	+2	–
Plasma Pistol	+2	-1
Autogun	+1	–
Boltgun	+1	–
Heavy Bolter	–	–
Shotgun (Solid slug)	–	-1

As you can see, pistol weapons are very sensitive to range: they are likely to hit at short range but can be inaccurate at long range. Remember, long range isn't necessarily very far in the case of a pistol! Heavy weapons, on the other hand, tend not to be sensitive to range. With these weapons it is as easy to hit at a distance as it is at short range because a close moving target is hard to track with a weighty or clumsy weapon. Most other weapons are marginally easier to hit with at short range, as you would expect.

Example 1: A ganger with a BS of 3 shoots a laspistol at a target 12" away. The ganger needs to roll a dice score of 4 to hit. The target is not in cover so no modifiers apply there. On the other hand the target is at long range for a laspistol (8-16") and so suffers the -1 to hit penalty. The firer therefore needs to roll at least a 5 to successfully hit (5-1 = the required score of 4).

Example 2: The same ganger (BS3) shoots his laspistol at a target 12" away which is partially obscured by cover. He basically needs a 4 to hit, but there is a -1 penalty for shooting at long range, and a further -1 for shooting at a partially obscured target. He will therefore need a 6 to hit.

COVER

The many walls, girders, buttresses and ruined buildings in the Underhive provide plenty of cover. If a target is partly obscured by intervening cover then it will be harder to hit. How much harder depends upon how much of the target is obscured by the cover.

If the shooter can see at least half of the target's body but not the entire body, then the target is said to be 'in partial cover'. The shooter suffers a -1 to hit penalty.

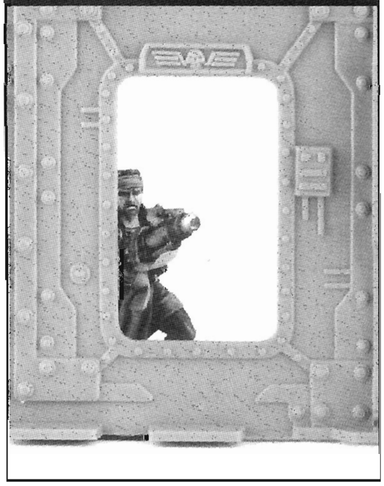
If the shooter can see some of the target's body but less than half of it, then the target is said to be 'in cover'. The shooter suffers a -2 to hit penalty.

If a target model is in cover or partially in cover and *hiding*, then it cannot be seen or fired at even if the shooter can see a portion of the model's body. The fighter is assumed to be keeping still, concealing himself in the shadows and hugging his cover as closely as he can (see *Hiding* in the Movement section).

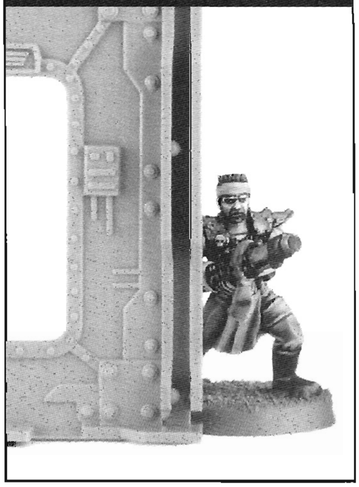
A certain amount of judgement is called for by the players when deciding whether a model can be seen, if it is in cover, or whether it can reasonably continue to hide behind cover. In practice, players quickly reach an agreeable method of determining this for themselves, but if you really cannot decide in a particular case then each player rolls a dice to settle the matter, the highest scorer deciding in that instance.

SMALL AND LARGE TARGETS

These modifiers are not normally used unless the encounter involves a specific target which is especially large or small. For example, perhaps you must destroy a water still collecting vane or a chemical storage tank to achieve your objective. Enemy fighters are never small or large targets and you cannot specifically aim at items they are carrying.


IN COVER

This fighter is considered to be 'in cover', as less than half his body is in view.


IN PARTIAL COVER

Though some of this fighter's body is hidden, more than half can still be seen.

OUT IN THE OPEN

This fighter is out in the open. A shooter would incur no penalties to hit.

7+ HIT

Because of the modifiers it is quite possible that you will end up needing a score of 7 or more to hit the target. It is obviously impossible to roll a 7 on a D6, but you can still hit if you are lucky. Roll a D6 as before. If you roll a 6 then you might have hit. Roll a further D6 – the additional score required is shown on the chart below.

Score Required to Hit	7	8	9	10
Additional D6 Score	4+	5+	6+	Miss

Example: A juve is shooting a laspistol at a target 12" away and behind partial cover. The juve's BS is 2 so he requires a 5 to hit. The modifiers are -1 for long range and a further -1 for partial cover. A score of 7 is therefore needed. To achieve this the juve must roll a 6 followed by a further roll of a 4 or more.

PINNED

As soon as a fighter is hit the model is knocked over and placed face up. We say the model has been **pinned** by enemy fire.

The force of the shot has knocked the fighter off his feet. The shot may have hurt or even killed him, or he may be lucky and escape without significant harm. Even if he survives he is momentarily confused, or, at best, his instincts force him to hit the dirt and keep his head down.

Later we'll deal with what happens to the pinned fighter if he survives unharmed. First, we'll find out whether the shot has wounded him.

WOUND

Once you have hit a target you must test to see whether a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment or weaponry, or perhaps it just scratches the skin or causes some very minor injury which the fighter bravely ignores. If you fail to cause a wound then the target is unharmed but is still pinned by enemy fire as described later.

To determine whether your shot has caused a wound you must compare the Strength value of the weapon with the Toughness (T) characteristic of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Armoury section, but a few examples are given here.

Weapon	Strength
Laspistol	3
Bolt Pistol	4
Stub Gun	3
Autogun	3
Lasgun	3
Boltgun	4
Melta-gun	8
Lascannon	9
Auto-cannon	8
Heavy Stub Gun	4

The chart below shows the D6 score required to turn a hit into a wound. Remember, an average Toughness characteristic value is 3.

WOUND CHART

	TARGET'S TOUGHNESS									
STRENGTH	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N					
2	3	4	5	6	6	N				
3	2	3	4	5	6	6	N			
4	2	2	3	4	5	6	6	N		
5	2	2	2	3	4	5	6	6	N	
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

A result of 'N' on the chart means that it is impossible to cause a wound on a target as tough as this using a weapon of that strength.

INJURIES

Most fighters have a Wound characteristic of 1 but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 wound from his total for each wound he suffers. Make a note on the roster sheet. So long as the model has a least 1 wound left he can continue to fight.

As soon as a fighter suffers his last remaining wound roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6.

1	**Flesh Wound**	The target has sustained a minor wound. Deduct -1 from both his Weapon Skill and Ballistic Skill for the rest of the game.
2-5	**Down**	The target falls down to the ground where he lies wounded and barely conscious. Turn the model over or face down, to show that the fighter has gone 'down'.
6	**Out of Action**	The target has been badly wounded and falls to the ground unconscious. He takes no further part in the game and the model is immediately removed from play.

FLESH WOUND

A model with a flesh wound can continue to fight even though it has 'zero' wounds left. If the model takes further wounds then roll for injury once more, just as if it had lost its final wound.

A fighter can sustain several flesh wounds and still continue to fight, albeit at reduced effectiveness. Make a note on your roster sheet and apply the penalties indicated for the rest of the game. Leave the model lying face uppermost to show it is still **pinned** (see later).

Each time a model suffers a flesh wound, it loses a further 1 point of BS and WS, so a model with several flesh wounds may have a WS or BS of 0. If his WS and BS both reach 0 the fighter automatically drifts into unconsciousness due to loss of blood and is taken **out of action**.

DOWN

When a fighter goes down he is either badly injured or temporarily knocked senseless: he might recover or he might lapse into unconsciousness and even die. Turn the model **face down** to show the fighter has gone 'down'. A model which goes down may do nothing except crawl as noted below.

A player must roll to see what happens to any of his fighters who are down at the end of his recovery phase. Fighters may recover, stay down, or go out of action. Roll a D6 and consult the Injury chart again (1 = flesh wound, 2-5 = down and 6 = out of action). Models which recover to flesh wounded may continue to fight but suffer the -1 WS/BS penalty, and are 'pinned' for one turn (see *Pinned*). Turn the model face up to show this. Models which stay down remain face down and unchanged. Models which go out of action are removed.

During his movement phase a man who is down can crawl or stagger 2" as if he had a M characteristic of 2. He may do nothing else and he may not run or charge. This enables a badly wounded character to get behind cover or escape from his enemies (if he's lucky!).

OUT OF ACTION

'Out of action' indicates a man is out of combat and also out of the game. Remove the model from the tabletop. It is impossible to tell whether the fighter is alive or dead, but for game purposes it makes no difference at this stage. After the fight is over you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds (see Campaigns for details).

MULTIPLE WOUNDS

Some weapons inflict more than 1 wound when they hit. A model cannot be reduced to fewer than 'zero' wounds, but each extra wound inflicted means you roll another Injury dice. So, if a fighter has 1 wound remaining and suffers 4 wounds he rolls four Injury dice.

Multiple 'down' results are ignored but a fighter can suffer multiple flesh wounds. A fighter who suffers flesh wounds and goes down at the same time is treated as going down but suffers the penalties indicated for his flesh wounds as well. Remember, any fighter reduced to 0 WS and BS by flesh wounds automatically goes out of action.

ARMOUR

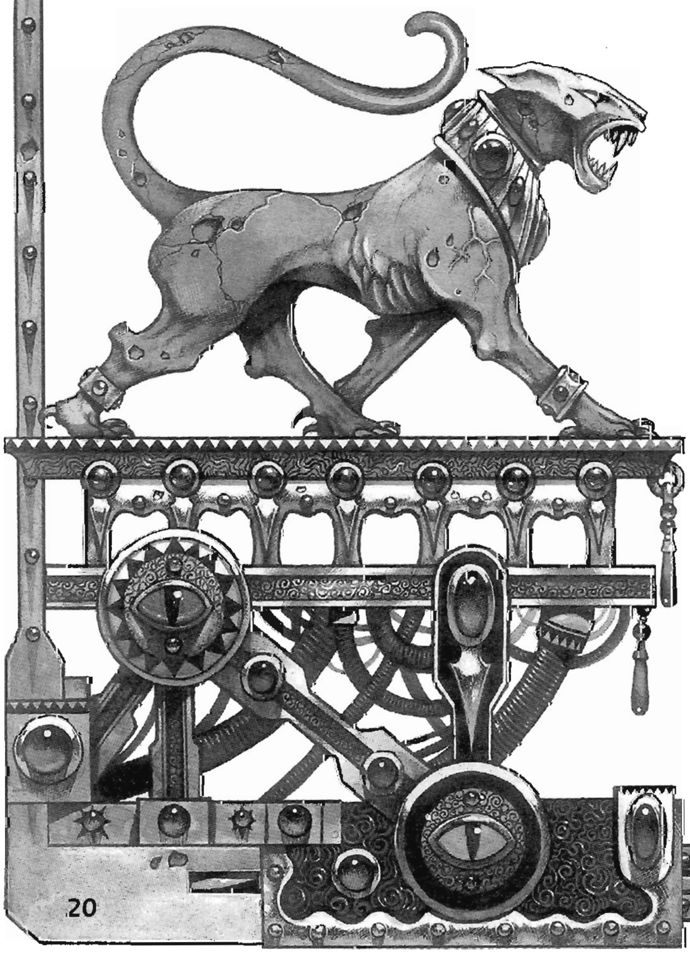
Armour is less important and less readily available in the confines of the Necromundan Underhive than on a conventional battlefield. Gangers rely more upon the natural cover of the hive and their own wits to avoid injury. However, some fighters wear protective clothing or armour which may save them from a wound if they are lucky. To represent this there is a special test called a **saving throw**.

If a fighter is wearing armour and suffers a wound then roll a D6. If the dice roll is sufficiently high then the wounding shot has struck the armour and not hurt the wearer at all. The dice score required varies according to the type of armour. The most common armour types and the D6 roll required to effect a save are given below.

Armour	Minimum D6 score required to save
Flak	6
Mesh	5
Carapace	4

For example: A fighter is hit by a shot from a laspistol and suffers a wound. Fortunately, he is wearing carapace armour, a hardened plasteel jacket or plate which covers his upper body. He rolls a D6 and scores 5 – easily enough to deflect the shot and save him.

Some weapons are better at penetrating armour than others. A shot from a laspistol might be deflected relatively easily, but a shot from a huge lascannon is a different matter! To represent this, each weapon has an **armour save modifier** as indicated in its description in the Armoury section. For example, a boltgun has a -1 save modifier so all armour saves must deduct 1 from the dice roll. It is not possible to effect a save if the score required is more than 6.



PINNED FIGHTERS

Often a fighter is hit and pinned by enemy fire but doesn't go down or out of action. He might be hit and not wounded, or he might suffer a flesh wound, and so on.

A model that is pinned remains knocked over lying face up. Whilst pinned, the fighter can do nothing. He cannot move, shoot, or so on.

A model which is pinned at the start of his turn will automatically recover from pinning at the end of that turn. In effect, the model misses his turn and is then ready to fight once more. At the end of the turn stand the model up to show that the fighter is no longer pinned.

ESCAPE FROM PINNING

A model which is engaged in hand-to-hand combat will automatically escape pinning. The pressing need to defend himself galvanises the fighter into action. Stand the model up to show he is no longer pinned.

If a model has at least one other model from the gang within 2" then he can try to escape pinning at the start of his turn. If successful the fighter will not have to miss his turn at all. Roll a D6. If the score is equal to or less than his Initiative value he has recovered his wits immediately. Stand the model up. The fighter can move and fight normally that turn.

Note that when testing to escape pinning at the start of the turn juves, fighters who are down, and fighters whose nerve is broken do not count. Rather than reassuring the fighter and offering covering fire, the proximity of these unreliable comrades will only encourage him to keep his head down!

SHOOTING INTO HAND-TO-HAND COMBAT

Normally it would be considered very rash indeed to shoot at fighters who are grappling with each other at close quarters – it would be very easy to hit the wrong man! Although the models themselves are immobile the fighters are actually ducking, diving and rolling about in a whirlwind of action.

Should you wish to shoot at a model engaged in hand-to-hand combat roll to hit as normal. If you hit then you must decide whether you have hit the intended model or a model fighting the target. There is as much chance of hitting the target as there is of hitting each model he is fighting. So, if there are two models fighting a D6 roll of 1-3 indicates one model, a 4-6 indicates the other. If the target is fighting two opponents then you'll need a 5 or 6 to hit the right man, and so on.

MOVING AND SHOOTING

In most cases a model may move at its normal movement rate and shoot. There is no penalty for this, as the normal move rate assumes a certain amount of time spent stationary or nearly so.

Some 'heavy' weapons are so cumbersome that it is impossible to move and shoot with them in the same turn. These weapons are indicated in the Armoury section.

Models which run or charge may not shoot.

Models which have gone down as a result of an injury, or which are pinned as a result of a hit, cannot shoot.

Models fighting hand-to-hand combat cannot shoot, any weapons fire at close quarters being worked out in the hand-to-hand phase. Models which are broken are also unable to shoot (see the Leadership Tests section).

SHOOTING AT A FIGHTER WHO IS DOWN

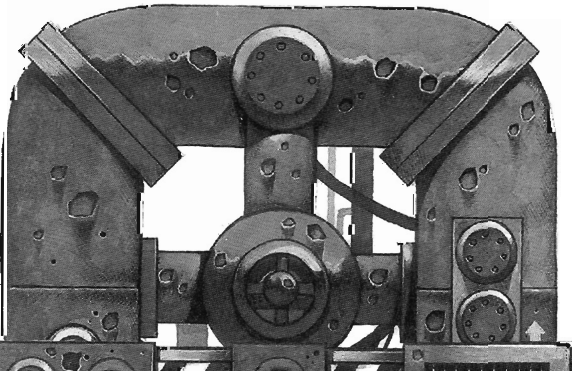
You do not have to shoot at a target who is down even if it is the closest target. However, you can shoot at a fighter who is down if you want to and he is the closest or easiest shot. You can... If you're really that mean. You are... Read on!

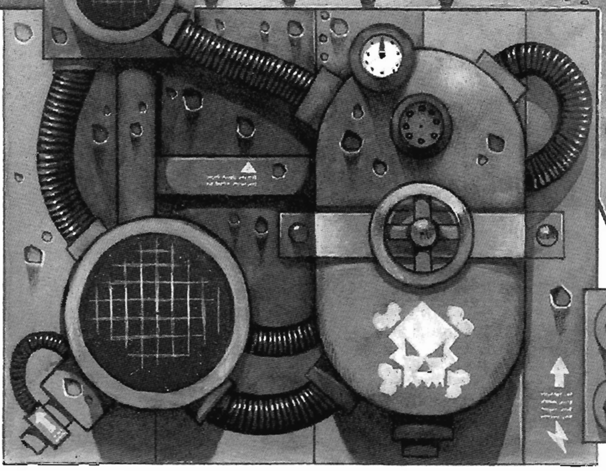
If a fighter who is already down takes a further wound or wounds, roll again on the Injury table and apply the result. A flesh wound will inflict further WS/BS penalties. If the fighter goes down again then ignore the result. If he goes out of action remove the model from combat.

Generally speaking, it is rare for players to shoot at enemy fighters who are down unless they are stranded in the open and there are no other targets available. However, it sometimes happens that blast weapons scatter from their point of aim and accidentally hit men who are already down.

BLAST WEAPONS

Some weapons fire an exploding shell or energy blast which inflicts damage over a large area. The spread of a shot or blast is represented by a circular blast marker. These vary in size from 1" radius upwards. Different weapons use different sized blast markers as indicated in the Armoury section.

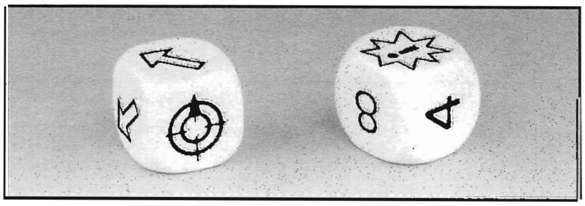




When you shoot a weapon that uses a blast marker nominate your target and roll to hit exactly as you would with any other weapon. If the target lies beyond the weapon's range then the shot dissipates harmlessly causing no damage. Otherwise take the blast marker and proceed as follows.

If you hit the target place the blast marker with its centre directly over the target model. The target is hit, and any other model that lies wholly inside the blast marker is hit too. If a model lies partially within the blast marker then it is hit on a further D6 roll of a 4, 5 or 6. Roll for wounds and injuries on each model that is hit.

If you miss the original target then your shot has flown wild but may still land close enough to cause damage. To determine where the shot has landed you must make a **Scatter roll**. To do this you will require two special dice, the **Scatter dice** (marked with arrows and a hit symbol) and the **Artillery dice** (marked with numbers and a 'misfire' symbol). Take both these dice and roll them so that they land as close to the target as possible.



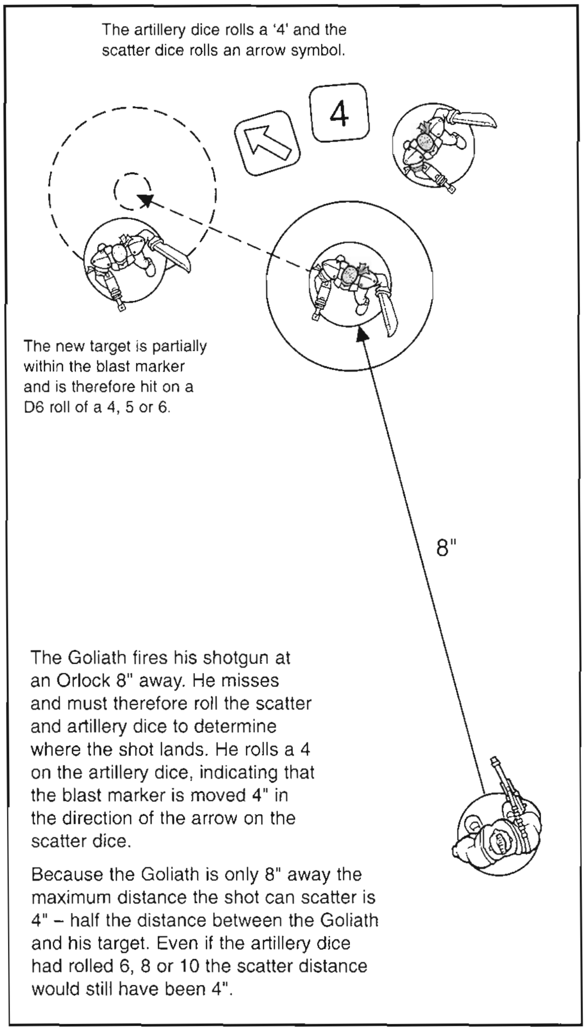
From left to right: Scatter dice, Artillery dice

If the Artillery dice shows a number this indicates how far you have missed the target by – 2", 4", 6", 8" or 10". The direction in which the shot lands is indicated by the scatter dice arrow. Note that the Hit symbol also has an arrow marked on it, so it can be used to indicate direction. Place the marker in the position indicated by the two dice.

If the Artillery dice shows a misfire then the shot dissipates in the air or is a dud and has no effect.

If the dice show a Hit and Misfire then the shell may have exploded in the breach as explained in the rules for Exploding Weapons (see *Exploding Weapons* in the Advanced Game Rules section).

Once the marker is positioned any models that lie wholly under the blast marker are hit. Any models which lie partially under the blast marker are hit on the further D6 roll of a 4, 5 or 6. Work out the effect of hits normally.



The artillery dice rolls a '4' and the scatter dice rolls an arrow symbol.

The new target is partially within the blast marker and is therefore hit on a D6 roll of a 4, 5 or 6.

The Goliath fires his shotgun at an Orlock 8" away. He misses and must therefore roll the scatter and artillery dice to determine where the shot lands. He rolls a 4 on the artillery dice, indicating that the blast marker is moved 4" in the direction of the arrow on the scatter dice.

Because the Goliath is only 8" away the maximum distance the shot can scatter is 4" – half the distance between the Goliath and his target. Even if the artillery dice had rolled 6, 8 or 10 the scatter distance would still have been 4".

Note that no shot can ever scatter by more than half the range between the shooter and their target. If the target is 10" away, for example, the miss may not scatter by more than 5" regardless of the dice score. However, a wildly scattering shot may land outside its usual fire arc (90 degrees in front of the firer) or beyond its usual maximum range.

GRENADES

There are many different sorts of grenades available to Underhive fighters. The most common are explosive fragmentation or 'frag' grenades and implosive energy grenades called 'krak'. If a model carries grenades then it is assumed that he has enough to last the entire battle, regardless of how many he might actually throw. See *Grenades* in the Armoury section for a description of the different types of grenades.

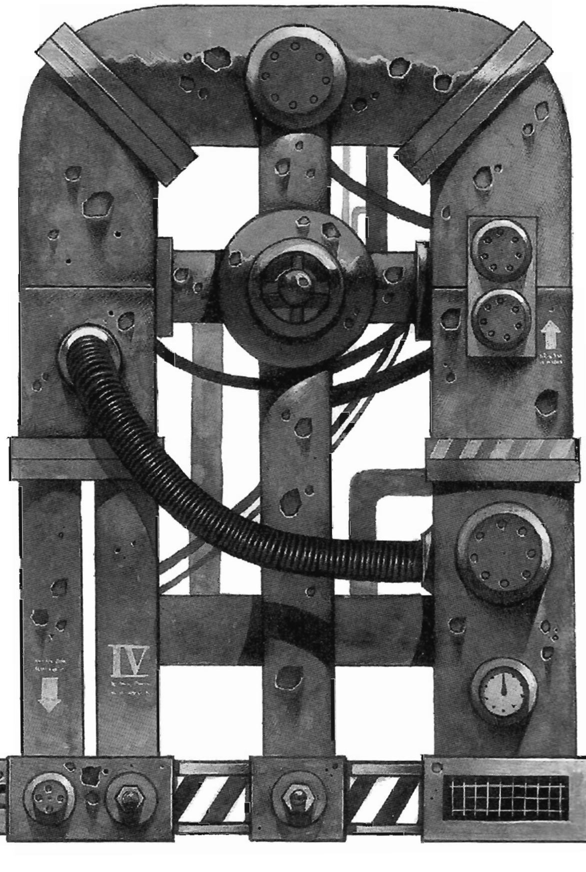
A model may throw a grenade rather than shoot a weapon. A grenade throw is treated exactly like any other shot, so roll to hit using the thrower's Ballistic Skill (BS) characteristic.

Frag grenades and most of the special grenades types use a blast marker. All grenades scatter if they miss just like other weapons with blast markers. Work out scatter as described already, except that the number on the Artillery dice is always halved because grenades are thrown at very short ranges. On the other hand, the maximum scatter limit does not apply to grenades, which can bounce around all over the place before going off! A grenade thrown at a target 2" away may therefore scatter up to 5" in any direction.

The maximum range of a thrown grenade depends upon the Strength characteristic of the fighter as shown on the chart below.

Thrower's Strength	Range of Throw
1	4"
2	6"
3	8"
4	10"
5 or more	12"

Some special grenades are designed to produce clouds of smoke or gas which can be used to provide cover. When you throw a smoke grenade, for example, you don't want to actually throw it at an enemy fighter but at a specific point on the ground. You can do this by simply nominating the point you wish to aim the grenade at. The point counts as a small target, and therefore suffers the -1 to hit penalty for shooting at small targets.

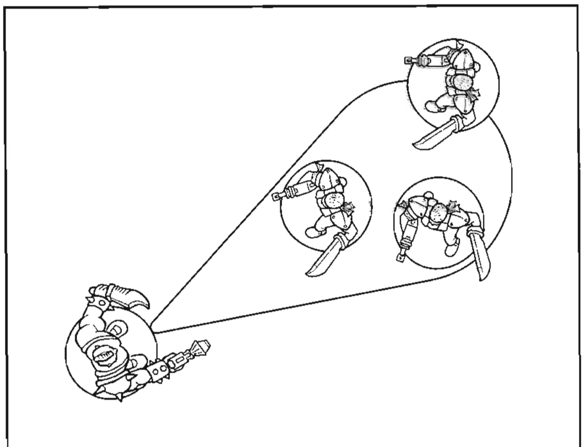


FLAMER TEMPLATES

Flamers utilise a special teardrop-shaped template which represents a jet of flame. There are two sizes of template to represent both sizes of this weapon: the hand flamer and the larger-sized flamer.

To shoot with a flamer or hand flamer take the appropriate-sized template and place it with the narrow end touching the base of the shooter and the broad end over your target. Any models wholly covered by the template are hit automatically and any models partially covered are hit on a further D6 roll of a 4, 5 or 6.

Any hits are resolved as normal, roll for wounds and then determine injuries for any wounded models. Note that the hit modifiers for range, cover, and such like do not apply to flamers. Flamers are especially good at winkling enemy fighters from behind cover! See the Armoury section for further details.



A Goliath armed with a hand flamer shoots at three Orlock fighters. The Goliath player places the template as shown. Two Orlocks are completely covered by the template and are therefore hit automatically. The other Orlock is only partially covered by the template, and will be hit on a D6 roll of 4 or more.

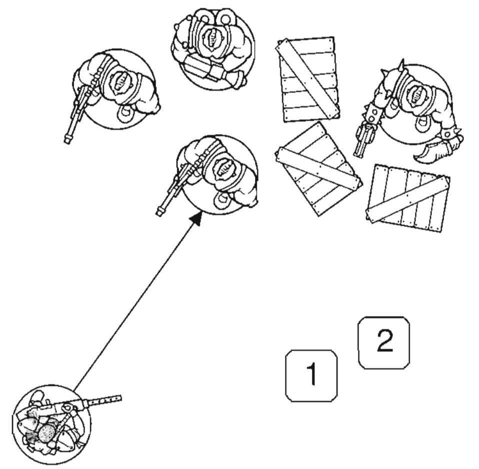
SUSTAINED SHOOTING

Some especially large and dangerous weapons can fire a sustained burst of shells which may hit several targets at a time. This is called **sustained shooting** or **sustained fire**. Weapons which are capable of making sustained shots are indicated in the Armoury section. Basically, these are machine gun type weapons such as the heavy stubber and autocannon which can rake targets with a hail of shells.

When you shoot with a weapon of this kind declare whether you are firing a normal single shot or a sustained shot. A single shot is worked out as normal. A sustained shot is worked out as follows.

Pick your target and shoot to hit as normal. If you don't hit then you have missed and hit nothing. If you hit then roll a Sustained Fire dice (marked 1, 1, 2, 2, 3 and the jam symbol). The score indicates how many times you have hit the target. So if you roll a 1 you have hit once, if you roll 2 you have hit twice, if you roll 3 you have hit three times.

If you wish, you can spread excess hits amongst other visible enemy models within 4" of the target (at least 1 hit is allocated to the original target). So, if you score 3 hits you can hit your chosen target once and two other models once each if they are within 4". You can allocate hits in any way you wish, providing the extra models targetted would not have been harder to hit than the original target. If a target in the open is hit, hits could not be allocated to other targets behind cover. Allocate all the hits before testing for wounds and injuries.



The Orlock shoots his stubber and hits the Goliath ganger. Two sustained fire dice are rolled revealing 3 hits. There are three other models within 4", but one is behind cover, and so cannot be hit. One shot always hits the target; the remaining 2 shots can be allocated to the target or either of the other two eligible models.

AMMO JAMS

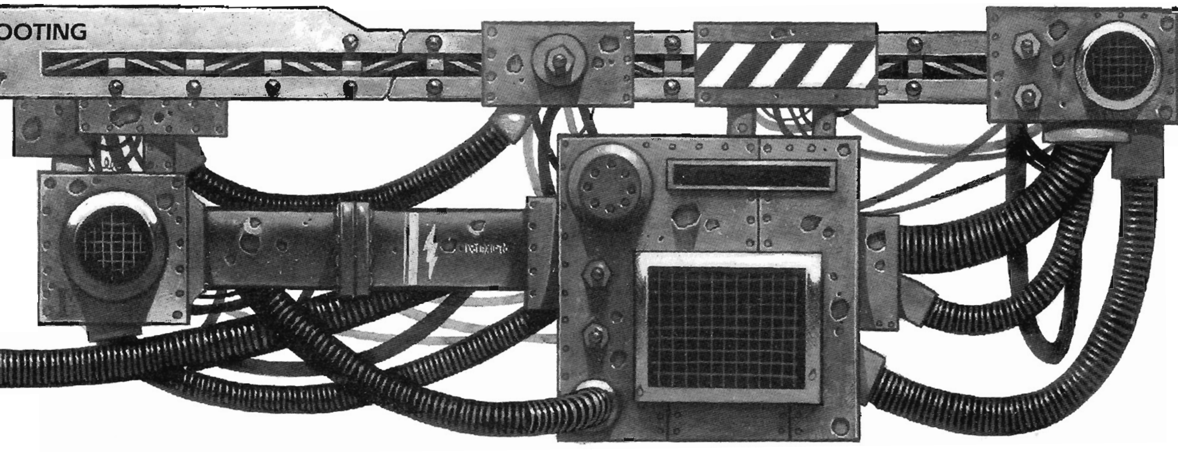
If you roll a jam symbol on the Sustained Fire dice then no hit is caused and the weapon has gone wrong. You must take an **Ammo roll** to find out what happens.

The rules for Ammo rolls are covered below. Weapons which use sustained fire are far more likely to malfunction than ordinary weapons.

MULTIPLE SUSTAINED SHOTS

Some weapons allow you to throw not just one Sustained Fire dice but two or three. In this case you can either roll the number of dice indicated, or you can roll less if you prefer. You may wish to roll fewer dice because the more dice you roll the greater chance you will have of rolling a jam.

When you roll a jam then no hits are inflicted from that dice. Any indicated hits on other dice are still valid and can be worked out as normal. In addition, you make a separate Ammo roll for each jam rolled.



AMMO ROLLS

Ammo rolls represent faults in the internal mechanisms of weapons or ammunition as well as the possibility of simply running out of ammo. Power packs can fade or suddenly release a burst of energy which burns out circuits, shells jam in the loading mechanism, explode or simply prove dud. No weapon is absolutely reliable or has an infinite ammo supply. Some weapons are notoriously fickle.

When you roll to hit a target a dice score of a 6 indicates that your weapon may have malfunctioned after firing and a D6 Ammo roll is required. Note that you still hit your target with the roll of a 6 and the successful shot is worked out as normal.

Some weapons are more reliable than others. This is reflected by the weapon's Ammo roll rating as shown in the Armoury section. Roll a D6. If you roll less than the number indicated the weapon has malfunctioned and is useless for the rest of the game. Make a note on your roster sheet. If you roll the score indicated or more, then the weapon is alright and you can continue to use it normally. The examples below give the Ammo rolls for some common weapons.

Weapon	Ammo Roll
Laspistol	2+
Autopistol	4+
Bolt Pistol	6+
Lasgun	2+
Autogun	4+
Boltgun	6+
Flamer	4+
Heavy Stubber	4+

As you can see, laspistols and lasguns are very reliable weapons, which is why they are favoured by gang fighters. Bolt pistols and boltguns are more potent weapons but their complex ammunition means that they are far more likely to go wrong.

AMMO JAMS

Weapons which utilise the Sustained Fire dice can also go wrong as a result of an Ammo jam roll on this dice. You must make a standard Ammo roll for every jam scored. This means such weapons are far more likely to go wrong because they can malfunction either during the hit roll itself or as a result of rolling ammo jams.

FLAMERS

Some weapons, notably flamers, use a highly volatile fuel or energy charge and these must make an Ammo roll every time after they are fired. See the Armoury section.

GRENADES

Grenades will automatically fail any Ammo test they are required to make. This means that you have thrown your last grenade of that type, or that all further grenades of that type that you have are duds.

OUT OF RANGE

If you shoot and your target is out of range then you must still make a hit roll to see whether an Ammo roll is required (ie on the D6 score of a 6).

OVERWATCH

The Overwatch rule allows a model to shoot during the enemy player's turn. This represents a fighter taking up position to shoot at an enemy as he appears in view. The reasoning behind the Overwatch rule will become apparent once you have played a few games, so if you are reading this for the first time we recommend you skip this section for now. Come back and read it when you have played once or twice. The Overwatch rule is not a vital part of the game and can be conveniently ignored to start with.

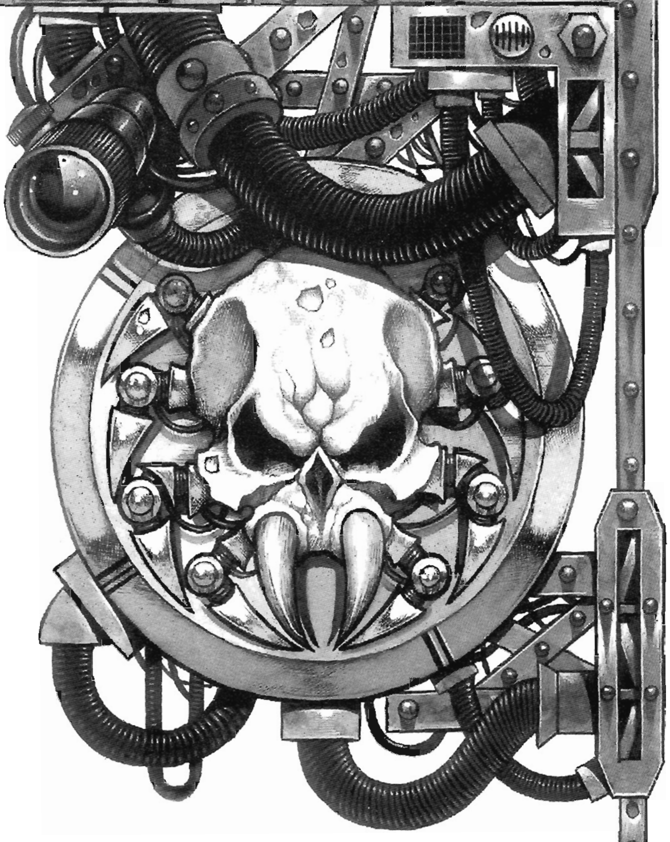
GOING ON OVERWATCH

Any model may go onto overwatch at the start of its turn. A fighter who is down or pinned, or whose nerve is broken cannot go onto overwatch. You will find it convenient to place an Overwatch counter by the model to indicate it is on overwatch.

A model must give up its whole turn to go on overwatch. The model cannot therefore move or shoot. The model cannot hide, but may remain hidden if it started the turn hiding.

During the enemy's turn the model may shoot at any target as it presents itself at any time. For example, the model could shoot before the target moves, after it has completed its move, or actually while the target is moving. Overwatch is obviously very useful for shooting at enemy models as they dash from cover to cover or as they peek out of hiding to shoot.

Once a model has fired on overwatch remove the counter. The model is no longer on overwatch and is free to move and shoot normally in its following turn, or go onto overwatch again if you prefer.



If a model on overwatch does not shoot in the enemy's turn then it reverts to normal – the Overwatch counter is removed and the model may move and shoot. If you wish you may set overwatch again and give up a further turn as before.

If a model is hit whilst on overwatch it loses its overwatch status immediately. The same applies if the model is forced to move for any reason. For example, if a fighter's nerve breaks he will be forced to move and will therefore lose overwatch status.

SHOOTING ON OVERWATCH

When you wish to shoot with a model on overwatch begin by declaring that you are doing so and then determine the position of the enemy model at the moment of fire.

Work out the shot as normal but bear in mind there is a special -1 hit modifier for shooting at an emerging or disappearing target whilst on overwatch. This applies when the target is emerging from a position where he can't be seen or is attempting to move to where he can't be seen, presenting a fleeting target to the firer.

The same -1 hit modifier is also applied if the target is charging the overwatcher, representing the unnerving effect of the enemy's rapid approach. Remember that you can fire on overwatch at any time during the enemy's turn so you will want to let a charger get into close range before firing.

HAND-TO-HAND COMBAT

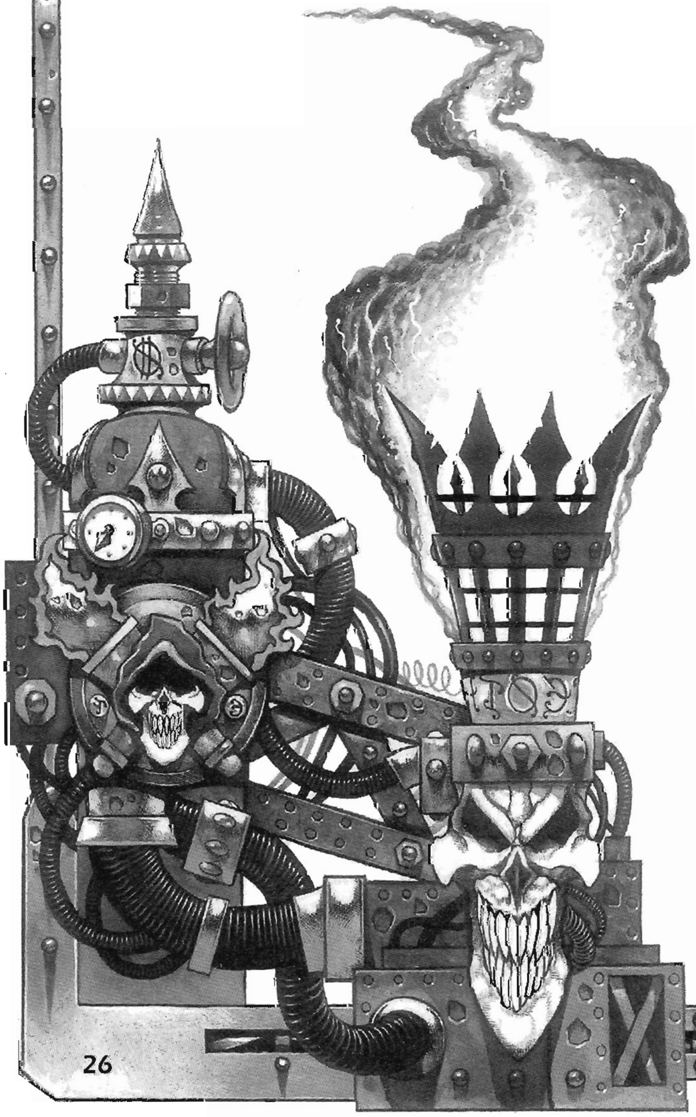
Hand-to-hand fighting is the most dangerous kind of combat, with adversaries using swords and knives, point blank fire from pistols, and even fists, feet and heads.

WHO CAN FIGHT

Models which are touching base-to-base are said to be engaged in **hand-to-hand combat**. This can only happen once a fighter has charged an enemy, as models are not otherwise allowed to move into physical contact. See the *Charge!* section of the Movement rules.

In the hand-to-hand combat phase all close quarter fighting is worked out. Regardless of whose turn it is, all models that are engaged in hand-to-hand combat will fight. Unlike shooting, a model in hand-to-hand combat can fight all round against enemy to its side, front or rear. In reality the models are constantly moving, dodging, ducking and weaving as they struggle to kill their adversaries.

Models fighting in hand-to-hand combat **do not** shoot in the shooting phase. They are far too busy struggling with their adversaries. Any very close range shots they are able to make with pistols are taken into account in the hand-to-hand combat rules that follow.



PROCEDURE

Most fights are 'one-on-one' where a model is fighting one other model. These combats are worked out as described below. Fights involving several models attacking a single opponent are worked out slightly differently as described later.

1 Throw Attack Dice

Both players roll a number of D6's equal to their model's Attacks characteristic.

2 Work Out Combat Score

Each player picks his highest scoring dice and adds his model's Weapon Skill (WS) to the score. He then adds any Combat Score modifiers as shown on the chart. The total is the **Combat Score**.

3 Determine Winner

The player with the highest Combat Score wins. In the case of a tie the model with the highest Initiative characteristic wins. If there is still a tie the combat is a stand-off.

4 Number of Hits

Compare the Combat Scores of both combatants. The difference between their Combat Scores is the number of times the winner has hit the loser. If you win the combat on a tie you still cause 1 hit.

5 Throw to Wound

For each hit scored the winner rolls a D6 on the Wound chart in exactly the same way as hits from shooting. The Strength value will depend upon the weapon used.

6 Saving Throw

Models which are wearing armour may attempt saves in the same way as troops hit by shooting.

7 Resolve Injuries

Resolve injuries in the same way as you would for wounds inflicted by shooting.

ATTACK DICE

Roll the number of Attack dice indicated by the model's Attacks characteristic. This will normally be one but some especially mean fighters may have two or more Attacks.

Although a model may roll more than one Attack dice it is only the best result that counts towards the Combat Score. The advantage of rolling more dice is that it gives you a better chance of rolling high.

FIGHTING WITH TWO WEAPONS

If the model carries a weapon in each hand, such as two pistols, two swords, or a pistol and a knife, then the model rolls one extra dice to represent the extra weapon.

This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand combat weapons, not to fighters who carry other basic, special or heavy weapons in addition. Carrying grenades does not prevent you using an extra weapon as they are assumed to be clipped to the model's belt or stowed conveniently out of the way. These different types of weapon are discussed in detail in the Armoury section.

DETERMINE WINNER

Each player takes his best Attack dice roll, adds the model's Weapon Skill (WS) and then applies the following modifiers. The highest score is the winner. In the case of a tie the highest Initiative wins. If both models have the same Initiative the result is a stand-off and no blows are struck.

COMBAT SCORE MODIFIERS

+1	**Opponent Fumbles**	Add +1 to your score for each of your opponent's fumbled dice (rolls of 1). See the Fumble rule for an explanation of how this works.
+1	**Critical Hit**	Add +1 to your score for each critical hit inflicted (additional rolls of 6). See the Critical Hit rule.
+1	**Charging**	If your fighter charged into combat this turn add +1 to his Combat Score.
+1	**Higher Up**	If your fighter is standing on a higher level, platform, or slope then add +1 to his Combat Score.
-1	**Encumbered**	If your fighter is carrying a heavy weapon, or other heavy piece of equipment, he suffers a -1 penalty on his Combat Score.
-1	**Obstacle**	If you charge an enemy who is sheltering behind cover such as a low wall, then you suffer a -1 penalty on your Combat Score that turn. Note this penalty only applies during the turn when you charge.

Note that hit modifiers for weapons are never applied in hand-to-hand fighting. These only apply when shooting at a distance as described in the Shooting section.

NUMBER OF HITS

The difference between the winner's Combat Score and the loser's Combat Score is the number of times the winner has hit the loser.

Example: A ganger (WS3) is fighting a juve (WS2). The ganger rolls a 4 and adds his WS of 3 to make a total of 7. The juve rolls a 5 and adds his WS of 2 to make 7, but the juve has charged and so adds a further +1 making 8. The juve has won by 8 to 7, and the difference (1) is the number of hits he has struck.

WOUNDS, ARMOUR AND INJURIES

Once you have established the number of hits, the remaining procedure is the same as for shooting. Refer back to the Shooting section for a description of how to do this.

Note that models cannot be pinned by hand-to-hand hits, but they suffer wounds in the same way and injuries are resolved in the same way too.

WEAPONS

Only hand-to-hand weapons and pistols can be used to fight hand-to-hand combat. All fighters carry a knife at the very least, and are assumed to have one tucked out of sight if the model itself does not include it.

A fighter will, generally speaking, fight hand-to-hand combat with the weapons he carries as depicted on the model. However, as it is impossible to use basic, special or heavy weapons in close combat (as described in the Armoury section) fighters are allowed to draw any one pistol or hand-to-hand combat weapon from a pouch, bag, holster etc.

Bear in mind that a fighter with a basic, special or heavy weapon needs at least one hand just to carry it, so he can only ever have one hand free to carry a sword, pistol, etc.

A fighter who carries a hand-to-hand weapon or pistol in each hand normally fights with the two weapons depicted as carried by the model. However, if he wishes he is allowed to swap one weapon for another pistol, sword, etc at the start of the hand-to-hand combat. For example, a fighter who has a laspistol and a stub gun could put away his stub gun and draw a sword. The player must declare he is doing so at the start of the combat.

Fighters cannot swap weapons around once they are fighting hand-to-hand; they must persevere with their chosen weapons until the combat is over.

HITS

If a fighter is using a single weapon then any hits inflicted in hand-to-hand fighting are assumed to have been made with that weapon – be it a sword, knife, pistol etc. Resolve the hit using the Strength of the weapon as indicated in the Armoury section.

If a fighter is using two weapons (one in each hand) then any hits are inflicted alternately, first with one hand and then the other. For example, a fighter who carries a sword and a laspistol and who inflicts 2 hits will strike once with the sword and once with the laspistol. Any odd hits can be resolved with either weapon.

ARMOUR MODIFIERS

Knives, swords and other close combat weapons often use the fighter's own Strength. The chart below is used to determine saving throw modifiers where a model's own Strength is used in hand-to-hand fighting.

Model's Strength	Armour Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

THE PARRY

Fighters armed with swords are allowed to **parry** or attempt to turn aside an opponent's blows. To represent this, a model fighting with a sword can force an opponent to re-roll his highest scoring Attack dice before working out his Combat Score. Remember, if your opponent has 2 or more Attack dice he can always choose his next highest score rather than the score of the re-rolled dice.

If both combatants are fighting with swords then the ability to parry cancels out and neither may do so. In the unlikely event that a model carries two swords it may parry twice – that is, it may force two re-rolls or one re-roll against a model with a single sword.

FUMBLE

In the mayhem of close combat it is only too easy to trip or overbalance and leave yourself open to a quick punch or stab. This is represented by the **Fumble rule**.

Any Attack dice rolls of a 1 indicate that you have tripped, dropped a weapon, or otherwise fumbled. For each fumble rolled your opponent may add +1 to his own Combat Score.

CRITICAL HITS

A critical hit represents a lucky blow, a spectacular feint or a cunning trick. When you roll more than one Attack dice there is a chance of scoring a critical hit. You must roll at least two 6's. The first 6 is taken as your highest score and each extra 6 counts as a critical hit adding a further +1 to your total.

For example, if you have an Attacks characteristic of 2 and a pistol in each hand you will roll 3 Attack Dice (2 for your Attacks and +1 for the extra weapon). If you roll two 6's and a 3 you pick one of the 6's as your highest score and add +1 critical hit for the extra 6 giving a Combat Score of 7 plus your WS.

MULTIPLE COMBATS

When two or more models are fighting a single enemy this is called a **multiple combat**. The outnumbered model must fight each of his opponents one after the other during the hand-to-hand combat phase. The outnumbering player may decide the order in which his models will fight. Having chosen the first model to fight the combat is worked out exactly as described for one-on-one fights.

If the outnumbered model survives he must go on to fight his second opponent. The enemy chooses his second fighter and the combat is worked out as before except that the outnumbering player may now roll an extra Attack dice and adds a further +1 to his Combat Score.

If the outnumbered model survives he goes on to fight the third, fourth, fifth and each successive enemy until they have all fought. Each subsequent enemy he fights gains a further Attack dice and adds a further +1 to his Combat Score. For example the third enemy has +2 Attack dice and +2 Combat Score, the fourth has +3 dice and Combat Score, and so on.

FOLLOW-UP

If all of a model's hand-to-hand opponents go out of action the model may make a special **follow-up move**. This is an exception to the normal turn sequence and it makes no difference whose turn it is. The model may be moved up to 2". You can use this 2" move to get behind cover, to engage another model in hand-to-hand combat, or in any way you wish. You can cross an obstacle without penalty during a follow-up, but other terrain penalties apply as normal.

If you use a follow-up move to engage another enemy then move the model but don't work out further combat that turn. The fight continues in the next hand-to-hand combat phase. This is because the fighter has insufficient time to do anything other than follow-up. This is an exceptional circumstance where a model may engage in hand-to-hand combat without charging. No charging bonus is added to the Combat Score if a model follows-up in combat.

Note that a follow-up doesn't affect a model's ability to move in its following movement phase. The follow-up is an extra bonus move which reflects the intense activity of close quarter fighting.

FIGHTERS DOWN

Fighters who are wounded and go down are completely at the mercy of their enemy. In a one-on-one combat any model that goes down is automatically out of action. His enemy finishes him off with a quick blow and the model is removed.

In multiple combats a fighter who goes down has more chance of survival. Where all models on one side go down they are automatically out of combat. Where two or more models are fighting on the same side, some can go down and crawl away at 2" in their movement phase so long as at least one continues to fight.

PINNED FIGHTERS AND HAND-TO-HAND COMBAT

Fighters cannot be pinned when fighting hand-to-hand combat. A fighter who is hit whilst engaged in hand-to-hand combat, even if hit by shooting in the shooting phase, is not pinned.

If a fighter is already pinned when he is charged then the pin is discounted as soon as he is engaged.

MOVING FROM COMBAT

Once models are engaged in hand-to-hand fighting they cannot move away in their movement phase. They must stand and fight until they are taken out of action, until they take out their enemies, or until one or the other breaks and runs as described later.

The only exception to the above is in a multiple combat, where fighters who are down may crawl away so long as friends continue to fight.

BREAKING FROM COMBAT

A fighter who loses his nerve whilst fighting hand-to-hand combat will break off and make a run for it as described in the Leadership section.

When a fighter breaks off from a fight he simply turns his back and runs off. His opponent automatically hits the fighter as he breaks, inflicting 1 hit which is worked out immediately.

LEADERSHIP

KEEPING YOUR NERVE

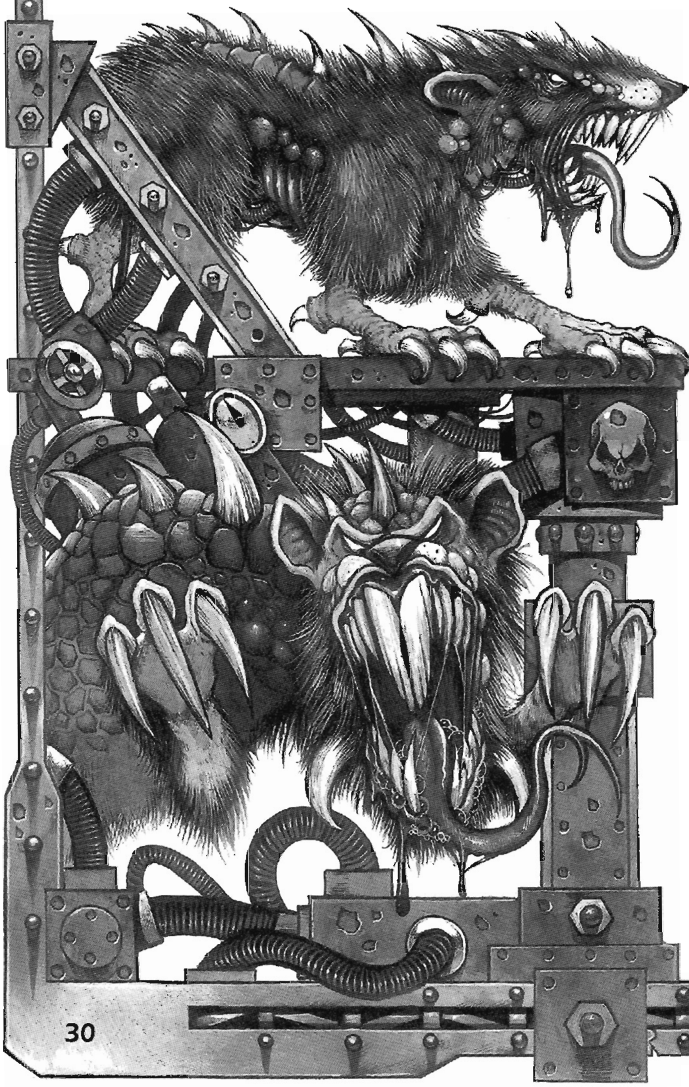
This section of the rules is concerned with how your fighters react under fire: whether they bravely continue to fight while shells explode around them or whether they turn tail and run for cover. Regardless of your own feelings or those of the gang's leader, even the most hardened gang fighter can be driven off or forced to take cover as the action hots up.

LEADERSHIP TESTS

A fighter may be called upon to take a test to see if his nerve holds. This test is taken using the model's Leadership characteristic (Ld) and is therefore called a **Leadership test**. To take the test roll two dice (2D6) and add the scores together.

If the result is more than your model's Ld then the test is failed. The fighter's nerve is broken and he runs to cover as described below.

If the result is equal to or less than your model's Ld then the test is passed, and the fighter keeps his nerve. In this case there is no further effect and the model continues to fight as normal.



WHEN TO TEST

If a model goes 'down' or 'out of action' then each friend within 2" must take an immediate Leadership test.

BROKEN FIGHTERS

If a model fails a Leadership test then the fighter's nerve has broken. For this reason we refer to such fighters as **broken** and you can indicate this by placing a Broken counter by the model if you wish.

The broken fighter is momentarily panicked or shaken and will attempt to run for cover. He might recover sufficiently to return to the fray once he has steeled himself to fight on.

RUN TO COVER

As soon as a fighter is broken he turns tail and runs for cover. This movement takes place outside the normal turn sequence and is worked out immediately. The fighter makes a dash of up to 2D6" away from his enemy and towards cover. Roll the dice and determine how far the model runs.

If he can reach a position of cover within this distance where he cannot be seen then he stops there.

If he is unable to reach cover where he cannot be seen the fighter runs the full distance rolled. In subsequent movement phases he continues to move 2D6" away from the enemy until he reaches such a position. If he can get out of sight by staying where he is and hiding then he will do so (see the Movement section).

A broken fighter may do nothing other than run to cover and remain there while he attempts to recover his nerve as described below. He may not otherwise move and he will not shoot.

COMBAT WITH BROKEN FIGHTERS

Should a broken fighter be charged and forced into a hand-to-hand engagement then he is in deep trouble! While broken a fighter's WS counts as zero. If he survives the hand-to-hand phase, even if he wins, he automatically breaks from combat and runs for cover at the end of the phase as described below.

BREAKING FROM HAND-TO-HAND COMBAT

A fighter who loses his nerve and breaks while fighting hand-to-hand combat turns away from his enemy and runs away 2D6" just like any other broken fighter.

Because a broken fighter is turning his back upon the enemy he is very likely to be struck as he turns to flee. To represent this the model takes one automatic hit from his enemy. Work this out as soon as the fighter breaks and before he is moved.

RECOVERING YOUR NERVE

A broken fighter may attempt to recover his nerve during his recovery phase so long as he is in cover and he cannot be seen by an enemy model.

To attempt to recover a fighter's nerve roll 2D6. If the score is equal to or less than the fighter's Leadership he has passed the test and can fight normally from then on. If the score is more than the fighter's Leadership he fails the test and remains broken.

BROKEN THAT TURN

It is not possible to be broken and recover your nerve during the same turn. Consequently, a fighter who loses his nerve during his own side's turn will not be able to recover in the recovery phase of that turn.

LEADERS

A fighter within 6" of the gang's leader may use the Leadership characteristic of the leader when taking any Leadership test. This applies to tests to see if a fighter loses his nerve and also to tests to recover. This represents the leader's ability to encourage his fighters and push them beyond their normal limits!

A leader cannot confer this benefit if he is down or broken himself. The sight of your leader running for cover is far from encouraging.

The Underhive is a vast, sprawling place and much of it is unexplored or buried. One part of it forms a distinct pocket, accessible only by a single large tunnel. All other routes to this area are collapsed or buried. The tunnel is very wide and a settlement lies across it, bounded by a wall on both sides. This place is called Dead End Pass and the region beyond is known as Dead End.

To reach Dead End gangs have to go through Dead End Pass and pay the Guilders' toll of passage. To get out a gang must pay an even heavier toll upon the booty they have won. This encourages gangs to trade with the Guilders in Dead End Pass itself, rather than seek more favourable prices elsewhere. Like all such places Dead End Pass is a haven for brigands and renegades, and is one of the most dangerous as well as the most exciting places in the hive.

THE BOTTLE TEST

The **Bottle test** is a special test the player must make at the start of his turn if a quarter (25%) or more of his gang is down or out of action. For example, in a gang of 10 men a test is required if 3 or more men are down or out of action.

If the Bottle test is failed the gang automatically loses the fight. The game ends immediately and surviving fighters retreat from the area. A failed Bottle test is the most common way in which a game ends.

To take a Bottle test roll 2D6.

If the score is more than the gang leader's Leadership characteristic then the test is failed. The gang bottles out of combat and the player has lost the game.

If the score is equal to or less than the gang leader's Leadership characteristic the player has passed the test and may continue to fight.

If the gang's leader is out of action or is down, then the player may not use his Leadership to take the test. Instead, use the highest Leadership characteristic amongst those of the remaining fighters who are neither down nor out of action.

VOLUNTARY BOTTLE OUT

Once his gang has taken two or more casualties down or out of action a player may bottle out at the start of any of his turns without taking a test.

Sometimes this is by far the best option, as it allows a player to save his remaining gang from a hopeless situation. Preserving your gang for another day is important once you are playing in a full blown campaign as described later.

ADVANCED GAME RULES

This section includes a variety of new rules which add further detail and complexity to the game. They are not necessary in order to play, and for this reason the rules have been gathered together at the end here to avoid potential confusion.

We recommend that new players ignore this section to start with, or at least until they are familiar with the way the game works. If you consider yourself to be an experienced games player then you'll have no problem introducing these more complex elements as you go along.

FALLING

The multiple levels and gantries of the Underhive afford fighters ample opportunity to fall from a great height.

TEST TO FALL

If a fighter is pinned or goes down within 1" of an edge there is a chance he will slip and fall off. To determine this roll a D6. If the score is more than the fighter's Initiative characteristic then he falls over the edge to the ground.

If a fighter is engaged in hand-to-hand fighting within 1" of an edge then he may fall off if he loses the combat. Roll a D6. If the score is more than the fighter's Initiative characteristic, or a 6, then he falls over the edge to the ground.

DAMAGE

A fighter who falls sustains an automatic hit at a strength equal to the height of the fall in inches. Where a wound is suffered a fall of up to 3" will inflict 1 wound, and a fall of more than 3" will inflict D6 wounds. Although the scenery available from Games Workshop does not scale to such dizzy heights, a fall of more than 12" is assumed to take the fighter out of action with no dice rolls required.

Armour saves *do* apply to wounds sustained by falling. Save modifiers are the same as for hand-to-hand combat hits from combatants with high strengths. So S4 counts -1, S5 -2, S6 -3 and so forth. See the Hand-to-Hand Combat section for the full chart.

A model which falls without going down or out of action is automatically pinned as if hit by enemy fire.

FALLING ONTO ANOTHER MODEL

In the unlikely event that someone else lies directly in the path of a plummeting fighter then he may also be hurt. The hapless individual is hit on a D6 roll of a 4, 5 or 6. He sustains the same strength hit as the faller, suffering 1 or D6 wounds depending on the distance of fall.

If struck by the falling fighter, and assuming he doesn't go down or out of action, the victim is pinned as if hit by a shot.

Assuming the faller and victim survive, position the models 1" apart to make it clear they are not in hand-to-hand combat.

JUMPING

A model may jump down from one height to another but is quite likely to hurt himself in the process, especially if the height is a great one. Any damage is worked out in exactly the same way as a fall and the results are the same. In effect a vertical jump is simply a fall by any other name.

A model may also attempt to jump across a horizontal gap from one side to the other. He does this instead of a normal move and jumps D6". If he fails to cover the gap the fighter plummets down as per a fall.

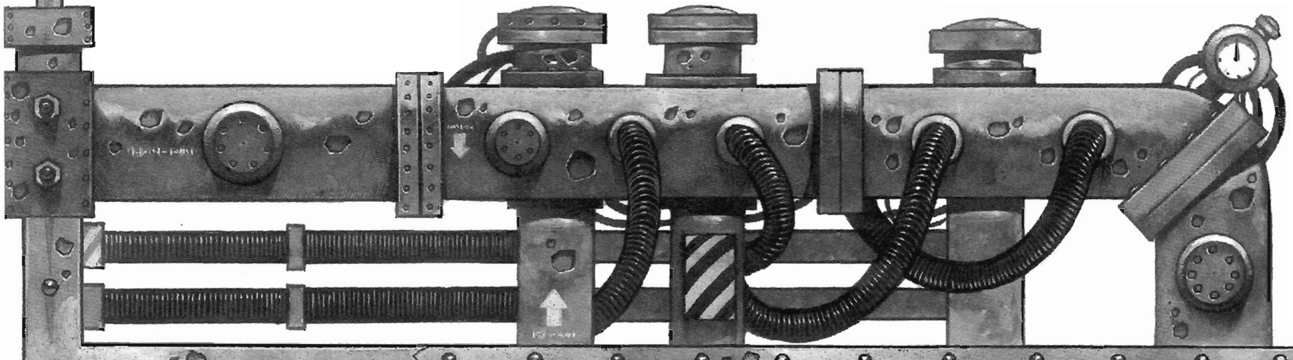
A model may attempt a jump by way of a charge in order to engage an enemy, but still jumps only D6".

A jumping model counts as moving and will otherwise fight as normal.

STRAY SHOTS

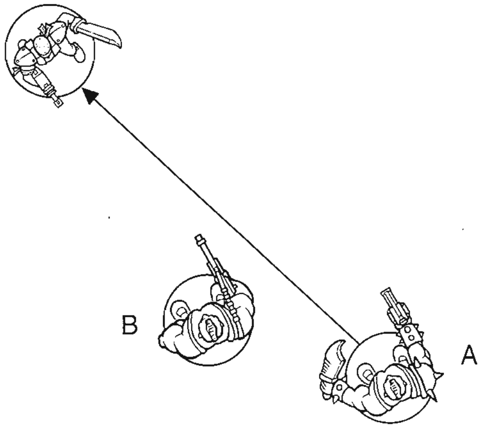
When a fighter shoots and misses it sometimes happens that the path of the shot passes close to one of your own fighters.

If a shot passes within 1/2" of a friend at any point along its path then there is a chance of accidentally hitting the friend. This can only happen when you miss and roll a 1 to hit.



Roll a further D6 to determine if the stray shot hits the intervening model. On the roll of a 1 the intervening model is hit. Work out whether the target is wounded as normal.

There may be a choice of more than one model that could be hit by a stray shot. In this case randomise which target is hit in some convenient way – eg 1, 2 or 3 the target on the left, 4, 5 or 6 the target on the right.



Goliath 'A' shoots at the Orlock and not only misses but rolls a 1. As Goliath 'B' is within the line of fire there is a chance he will be hit by the stray shot.

EXPLODING WEAPONS

Badly maintained weapons, home-made ammunition and old corroded power packs can explode destroying the weapon and probably harming the shooter. This represents the weapon overheating, plasma leakage, or a magazine exploding as the next shell is auto-loaded. While not as dangerous as a direct hit from the weapon, this is still bad news and can easily take a man down or out of action.

When a 6 is rolled to hit then an Ammo roll is required as already described in the Shooting section. In the case of flamers, an Ammo roll is required every time a weapon shoots. Jams from sustained shooting also require an Ammo roll.

If an Ammo dice roll is a 1 then the weapon is not only useless for the rest of the game (as a 1 will inevitably fail) but there is a chance it might explode. Roll a further D6. If the score is less than the weapon's standard Ammo roll rating then the weapon explodes.

If a weapon's ammo rating is 'auto' then it automatically fails an Ammo roll so none is taken. Roll a dice anyway and the weapon explodes on the roll of a 1.

An exploding weapon inflicts an automatic hit on the user as if he were struck by his own weapon but with a Strength value of 1 less than normal. In the case of weapons with blast markers and templates no template is used: the blast is confined to the firing model.

WILD GRENADES AND SHELLS

Grenades and weapons which use a blast marker can also go catastrophically wrong. If the thrower or shooter misses his target the player must establish where the shell or grenade lands using the Scatter and Artillery dice as described in the Shooting section.

If the Scatter and Artillery dice turn up Hit and Misfire then roll a D6 and refer to the following chart.

MISFIRE TABLE

D6	Result
1	The grenade goes off in the thrower's hand or the shell explodes in the breach. Place the template directly over the model and work out damage normally.
2	The grenade throw goes wild or the shell spins out of control as it leaves the weapon. The projectile travels 2D6" in a random direction and explodes.
3	Grenades as above. For other weapons as above but the shell travels D6 x D6" and explodes.
4	As for 3 above except that the grenade or shell lands and does not explode. Mark the position of the projectile. From now on, at the start of each player's turn roll a D6. On the score of a 4 or more the projectile explodes.
5	A grenade tumbles from the thrower's hand down a deep crack. A shell spins upwards and strikes the dome roof. There is a muffled explosion, the ground shakes ominously and chunks start to fall from the roof and tall ruins. From now on each player must roll a D6 at the start of his turn. If he rolls a 1 then one of his fighters has been struck by debris and suffers a Strength 3 hit. Randomly determine which of the player's gang fighters has been struck.
6	The grenade or shell drops to the floor in front of the thrower/shooter and fizzes ominously. It is a dud.

ATTACKING STRUCTURAL FEATURES

The Necromunda game rules represent combat between rival fighters. Sometimes a fighter may want to attack an inanimate object rather than an enemy. Perhaps he wants to cave in a door, destroy a fuel pipe, rip apart a power cable, or smash a water still. These are all structural features and can be attacked as described below.

TOUGHNESS AND WOUNDS

Although not strictly accurate it is convenient to think of structures as being able to take a fixed number of 'wounds', just like fighters. You can consider a wound to be equivalent to a damage point if you find this more acceptable.

Structures have a Toughness value and they can sustain a certain number of wounds before they are destroyed or damaged. For example, the water still in the *Hit and Run* scenario has a Toughness of 6 and is damaged once it has taken 1 wound. These details are covered in the scenarios themselves.

SHOOTING

A structure can be shot at just like an enemy fighter. You must therefore roll to hit and score wounds as normal. Many structures will be easier to hit than fighters because they are large targets (+1 to hit).

A fighter can also use Krak grenades or Melta bombs as demolition charges. The device can be placed upon a structure within 1" of the fighter during the shooting phase. This is considered to be shooting although no roll is required to hit, and charges placed in this way never scatter. The bomb is fastened to the structure by means of its magnetic casing, it explodes, and the target is hit automatically.

HAND-TO-HAND

A fighter can strike a structure in base contact in the hand-to-hand combat phase. He cannot fight hand-to-hand combat against an enemy or shoot his weapon in the same turn. In effect the fighter is attacking the structure during the turn, hacking away at it with whatever weapons he has.

A fighter automatically strikes 1 hit on a structure for each Attack on his profile. Work out the result of hits in the normal way.

TESTS FOR FEAR

Fear is a natural reaction to horrific mutants, unearthly psychic powers, and some particularly gruesome injuries. To represent this, models must take a Leadership test when confronted by fearsome creatures or circumstances. This test is taken in exactly the same way as a Leadership test for keeping your nerve.

A Leadership test is required under the following fearful circumstances.

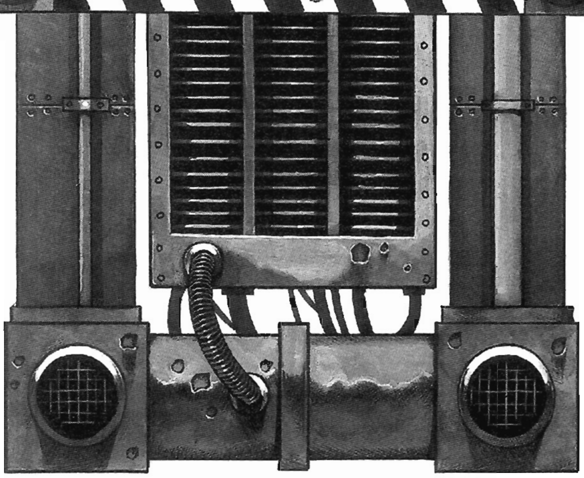
1 If the model is charged by an individual or creature which causes *fear*.

Such horrific creatures are rare. Take the test as soon as the enemy declares its charge. If the test is passed there is no further effect. If the test is failed the fighter is broken immediately and runs 2D6" to cover just as described in the Leadership Tests section.

2 If the model wishes to charge an individual or creature which causes *fear*.

Take the test when you declare the charge. If the test is passed you may charge and fight as normal. If the test is failed you may not charge and the fighter is momentarily transfixed by fear. The model is unable to do anything for the rest of the turn.

The favoured drink of Underhive is the potent spirit known as Wildsnake. It is brewed from the skins and flesh of snakes caught in the badzones. The provenance of each bottle is guaranteed by the dead snake preserved within. Wildsnake is a clear sharp tasting liquid the bitterness of which is derived from the venom in the snakes themselves.



TESTS FOR TERROR

Terror is a more potent form of fear. Although no creature described in the Rules or Campaign Book causes terror, the rule has been included here next to fear, which it resembles. The importance of terror will become clear in Outlanders.

Just as some horrific individuals or creatures are so ghastly they cause *fear,* others are even worse and cause *terror* instead. Circumstances which cause terror automatically cause fear as described above, so you will need to test if you want to charge a terrifying creature or individual, or if the creature charges you. In addition, a Leadership test is required if the model is within 8" of someone or something which causes terror at the start of your turn.

A Leadership test must be taken before declarations of charges are made and if it is failed the model is broken and runs 2D6" to cover as described in the Leadership section. This comprises the model's move for that turn.

SPECIAL FEAR AND TERROR LIABILITIES

Later on you may acquire fighters who are sufficiently repulsive to cause fear themselves! Obviously individuals who are so impressively hideous are not going to be put off by others of their kind.

A model which causes fear does not have to test Leadership for fear. It treats any enemy which causes terror as causing fear instead – ie, it does not have to test just because the model is within 8" at the start of its turn.

A model that causes terror cannot be affected by either fear or terror and no Leadership test is required for either.

TESTS FOR STUPIDITY

Many large and severely mutated creatures are so dim-witted that they often behave in a fairly random and stupid way. A gang fighter may sometimes be reduced to a state of bafflement as a result of injuries or shock. Such individuals are described as **stupid**.

Stupid models must make a Leadership test at the start of each of their turns to determine how they react.

Take the test in the usual way. If the test is passed the model may act normally. If the test is failed the following rules apply until such time as the test is taken again.

1 If fighting in hand-to-hand combat the model is temporarily disoriented or confused. Roll a D6 before each hand-to-hand phase.

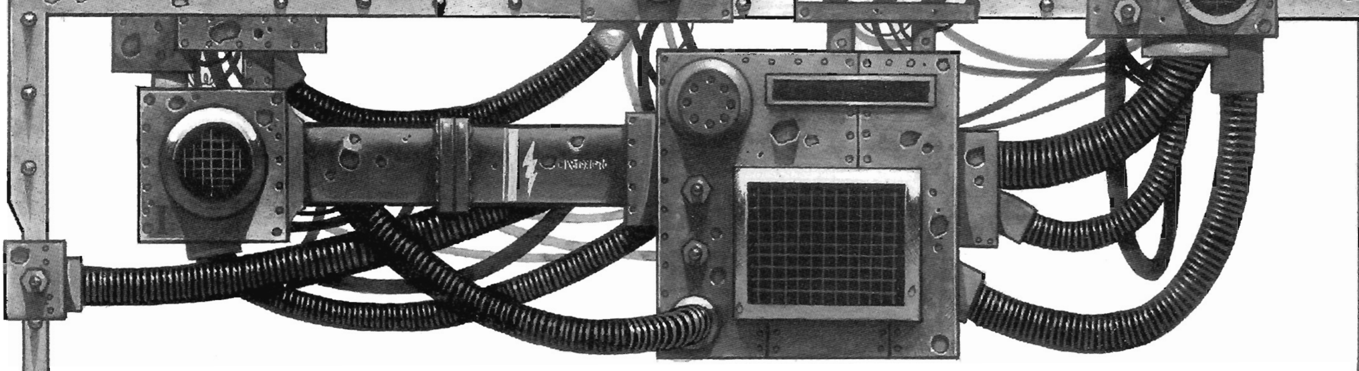
1-3	Roll no Attack dice this turn. Your WS still counts towards the Combat Score representing basic instincts only.
4-6	Fight normally.

2 If not fighting in hand-to-hand combat roll a D6 to determine how the model moves at the start of your movement phase.

1-3	Roll a Scatter dice. The arrow indicates the direction in which the model moves this turn. The model moves its full normal move distance. If the model moves into contact with an enemy it becomes engaged in hand-to-hand combat and may or may not fight (roll as above).
4-6	The model does not move.

3 The model can do nothing else this turn. The fighter will not shoot weapons or otherwise move unless he loses his nerve and runs 2D6" to cover as described in the Leadership section.

4 The model does not have to take any further Leadership-based tests for fear or terror. It must still take tests to keep its nerve as described in the Leadership section. If such a test is failed the model will run 2D6" to cover. The rules for broken fighters override the rules for stupidity.



HATRED

Hate is a powerful emotion and in the Underhive there is plenty of opportunity for gangs to develop bitter rivalries. Grudges and ingrained animosity can lead to feuds that tear gangs apart and leave dozens dead. This is represented by the special rules for hatred. Hatred can develop following disturbing injuries.

Models can *hate* specific enemy gangs or even entire Necromundan Houses. The following rules apply to models which hate their rivals.

1. If a fighter *hates* his adversaries all Leadership tests are taken as if he had a Ld characteristic of 10.

2. A model fighting hand-to-hand combat with a hated foe may re-roll any Attack dice in the first turn of any hand-to-hand combat engagement. After the first turn the model has vented his pent-up anger and fights as normal.

3. A model in hand-to-hand combat must use his 2" follow-up move to engage a hated enemy if possible. Otherwise he must use the follow-up to move towards a hated enemy he can see. He may not use follow-up to move away from hated enemies or take cover if there are hated enemy in sight.

For those who cannot afford the price of Wildsnake the next best is quite literally Second Best. Second Best is brewed from rat pelts too mouldy to use for anything else, slugs too rancid to sell as slave food, and household waste so disgusting that it's better not to think about it.

Conveniently, it is almost impossible to think about anything after drinking a bottle of Second Best...

FRENZY

Some fighters are more than a bit crazed and can be driven into a frenzy of slaughter during combat. Such wild and dangerous individuals are described as **frenzied**. How or exactly why a fighter may go over the edge in this way is not particularly important – he could be psychotically deranged, under the influence of dangerous hive fungi, or affected by localised gases or radiation.

If an individual is frenzied the following rules apply.

1. A frenzied model must always charge the closest enemy within his charge move (usually 8") if able to do so.

2. The frenzied model doubles his Attacks characteristic. For example, A1 becomes A2, A2 becomes A4 and so on.

3. Frenzied models cannot parry (see *Parry* in the Hand-to-Hand Combat section).

4. Frenzied models must use their 2" follow-up move to engage in hand-to-hand combat if possible. Otherwise they must use the extra move to move closer to their enemy. They may not use a follow-up move to get behind cover or retreat (see Hand-to-Hand Combat).

5. Frenzied models are never affected by fear or terror, nor are they affected by stupidity or hatred.

6. If a frenzied model loses his nerve and is broken as described in the Leadership section, then the Frenzy rules no longer apply. The fighter has taken a beating and his sense of self-preservation asserts itself.

7. A player may try to gain full control over a frenzied model at the start of his turn. This is purely up to you – you may not wish your splendidly berserk fighter to calm down and behave sensibly! To gain control over the model take a Leadership test as you would for testing your nerve. If the test is passed then the fighter is under control and can act normally – however, none of the special Frenzy rules described above will apply. This control lasts until the start of your following turn.

THE ARMOURY

This section of the Rules describes the different weapons which gang fighters carry as well as other equipment such as armour and gunsights. In addition to commonplace weapons and easily obtained items of equipment there are many unusual or exotic weapons and rare devices of various kinds. These much sought after and expensive items are carried only by the richest and most successful gangs, but they have been collated here for ease of reference.

Some of the items described on the following pages are used in the various scenarios given in Campaigns. For example, **screamers** and **stummers** are used with the special rules in the *Raid* and *Rescue* scenarios, being alarm devices and sound mufflers respectively. Players fighting these scenarios will appreciate how useful such devices can be.

Other items are used in the context of the broader Necromundan Underhive campaign described in Campaigns. For example, the **lobo-chip** will cure a fighter of the longterm effects of a head wound sustained in a previous game. Other devices can help to acquire territory. For example, the **Isotropic fuel rod** enables a gang to set up a new settlement, while the **Ratskin map** guides the gang through secret passages and into old treasure domes.

Don't worry about learning the rules for every weapon and item of equipment as this isn't necessary. The pages that follow provide you with all sorts of information which can be referred to as and when needed. There is a summary chart for the various weapons for convenience. To start with, players should familiarise themselves with the weapons their gang is armed with. Once players have mastered these, new weapons and unusual items of equipment may be introduced as required.

WEAPONRY

This section describes the different weapons that gang fighters can carry. Some of these weapons are common, simple and even cheap, whilst others are rare, technically complex and expensive.

A gang may be equipped with any weapons it can afford within the limits discussed later. Models are available with a wide variety of weaponry, and are always assumed to carry the weapons they are depicted with. Holstered pistols can obviously represent any pistol weapon, whilst grenades can be assumed to be concealed, so a model not depicted with grenades can still carry them.

All fighters are assumed to carry a knife even if the model itself does not visibly have one.

TYPES OF WEAPON

Weapons are divided into the following broad categories.

HAND-TO-HAND COMBAT WEAPONS

These are weapons designed for use purely at close quarters such as swords, knives, axes and crude clubs. Such weapons cannot be used for shooting but only in hand-to-hand combat.

PISTOLS

Pistols are small hand-held firearms which can be used at close quarters or at longer range. A fighter can shoot with a pistol or use it in hand-to-hand combat.

BASIC WEAPONS

Basic weapons are larger, heavier firearms generally carried and fired using two hands. You can shoot in the shooting phase with such a weapon but it confers no advantage in hand-to-hand fighting.

SPECIAL WEAPONS

Special weapons are similar to basic weapons in terms of their size and the way they are used. However, they are more complex in design, less reliable, and more specialised in nature.

HEAVY WEAPONS

Heavy weapons are even larger and heavier than basic weapons, and are generally more powerful and have a longer effective range. A heavy weapon is so cumbersome and bulky that you cannot move and shoot with it in the same turn. In hand-to-hand combat a weighty weapon is a disadvantage and fighters carrying one will suffer a penalty.

GRENADES

Grenades are small bombs or grenades that are thrown by hand and which explode on impact. A model can throw a grenade instead of shooting a weapon in the shooting phase.

PROFILES

All of the weapons are described in terms of a **profile** as shown below.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	–	4	1	-1	6+	

Short Range.
The short range of the weapon, for example 0-12".

Long Range.
The long range of the weapon, for example 12-24".

To Hit Short/Long.
The hit modifiers applied when shooting at short and long range.

Strength.
The strength value of a hit inflicted by the weapon.

Damage.
The number of wounds inflicted by a hit – usually 1 but in the case of larger weapons possibly more.

Save Modifier.
The modifier applied to the target's armour saving throw if he has one.

Ammo Roll.
The D6 dice score needed to pass an Ammo test. The lower the number the more reliable the weapon, so 2+ is good and 6+ not so good. Some weapons fail automatically and are indicated as 'Auto' (automatic fail).

Special.
This column summarises the special rules that apply to the weapon – these are explained fully in the weapon's description itself.

HAND-TO-HAND COMBAT WEAPONS

Hand-to-hand weapons include primitive weapons such as knives, swords, clubs, and advanced weaponry such as power axes. These weapons cannot be used to shoot, they are used exclusively for hand-to-hand fighting. As this is true of all the weapons in this category it is not noted in the special rules descriptions, but it is indicated on the profile summary by the tag 'close combat'. All Necromundan fighters carry a knife in addition to whatever other weapons they carry. If not apparent on the model it is assumed to be tucked into a boot or concealed by the fighter's clothes.

MASSIVE AXE, SWORD OR CLUB

A few unhinged individuals prefer to fight with a massive sword, club, metal bar, axe, hammer or some other large and unlikely implement. A massive weapon is hard to swing because of its weight, but when it strikes an enemy it will cut him in two or crush him to a pulp. It requires two hands to swing a massive weapon so it can never be used in conjunction with another weapon.

SPECIAL RULE

Draws. Due to the ponderous lurching swing required to wield this weapon, any combat which ends in a draw will always be won by your opponent regardless of Weapon Skill or Initiative levels. Your opponent catches you on the upswing.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				As user, +2	1	–		Close combat. Opponent will win draws

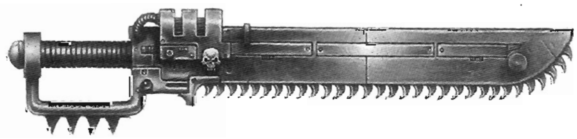
CLUBS, MAULS & BLUDGEONS

Simple primitive weapons are often used by juves, impoverished fighters and the hordes of mutant creatures that plague the Underhive. This type of weapon comprises crude clubs or metal bars, murderous hammers or axes, and other weighty blunt instruments such as spiked mauls and bludgeons. They can be used with one hand, leaving the other free to carry a pistol or another close combat weapon. Because these weapons are crude and heavy they are marginally more dangerous than bladed weapons, although it is impossible to use them to parry.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				As user, +1	1	–		Close combat

CHAINSWORD

The chainsword is a deadly if noisy weapon with a powered chainsaw edge. Its rending saw-teeth are made from sub-atomically honed adamantium and can slice through plasteel. It is an expensive and prestigious weapon favoured by gang leaders.



SPECIAL RULE

Parry. You can parry with a chainsword.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				4	1	-1		Close combat. User may parry

CHAINS AND FLAILS

A length of chain or a chain fastened to a metal bar is a dangerous and unpredictable weapon. Only the most maniacal fighters would use a weapon like this, swinging it around their head with long powerful strokes. A fighter swinging a heavy chain is unable to use any other weapon in hand-to-hand combat because of the concentration required to keep the chain swinging. It is also a dangerous weapon to use because the wielder must struggle to keep his balance whilst avoiding the chain itself.

SPECIAL RULES

Parry. It is impossible to parry against a fighter armed with a chain – the sword is simply dashed aside.

Fumble. Because the weapon is so clumsy any fumbles rolled in hand-to-hand combat count double – so every 1 rolled adds +2 to your opponent's Combat Score.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				As user, -1	1			Close combat. Opponent may not parry. Fumbles count double

SWORDS AND KNIVES

Every Necromundan fighter carries a knife of some kind. Heavy bladed single-edge fighting knives are the most common type, but needle thin stilettos and long double-edged daggers are favoured by some fighters.

Longer blades are carried by some fighters instead of, or as well as, their knives. Short, broad-bladed weapons are easy to carry and are well suited to fast and bloody combat. Longer swords are carried by fighters who prefer this dangerous type of combat over shooting. Fighters make use of a great variety of other bladed weapons including cleavers and machetes.

All of these bladed weapons are essentially similar and they have the same weapon profile. The principle difference is that fighters with swords are able to parry.

SPECIAL RULE

Swords. Fighters with swords are able to parry as described in the game rules.

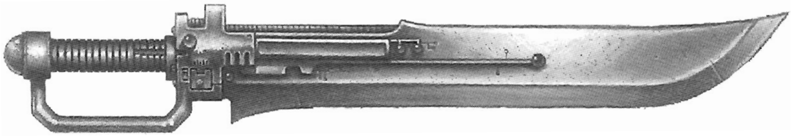
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				As user	1	–		Close combat. User may parry

POWER SWORD

The power sword may look much like an ordinary sword but it is actually a technically sophisticated and very deadly weapon. The sword's hilt and blade incorporate an energy source and a disruptor generator which sheathes the blade in a shimmering blue energy field. As the blade strikes a crackling discharge envelops the target and tears it apart.

SPECIAL RULE

Parry. You can parry with a power sword as described in the game rules.

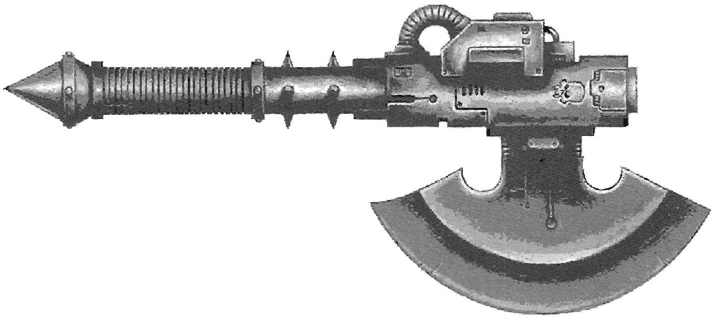


Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				5	1	-3		Close combat. User may parry

POWER AXE

The power axe is a large bladed weapon often as tall as a man. It utilises the same energy field technology as the power sword and is even more devastating on account of its greater size and more powerful disruptor generator.

Because of its size the weapon is often wielded with both hands, although it can be used one-handed with a slight reduction in effect.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				6	1	-3		Close combat. Two-handed
Close combat only				5	1	-2		Close combat. One-handed

POWER FIST

The power fist is the most potent weapon of its kind, being even more deadly than a power axe. It is a very rare weapon and requires a powerful energy source for its large generator. The fist is a massive armoured glove surrounded by a shimmering blue energy field. As the user punches and tears at his target the energy discharges rend the object apart. Whilst fighting hand-to-hand combat it is impossible to hold another weapon in the power fist, but at other times it can be deactivated and used to hold another weapon.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				8	1	-5		Close combat

POWER MAUL

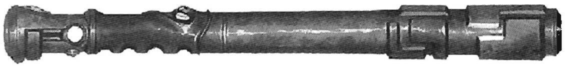
This weapon is used only by Arbitrators, the uniformed guardians of Imperial justice. Arbitrators are almost never seen in the Underhive. Their duties go beyond the laws of individual planets, and their concerns rarely interfere with planetary government except on the very highest level. None-the-less, power mauls can sometimes reach the Underhive where they make an acceptable and prestigious alternative to the power sword.

The maul contains an adjustable energy generator which allows the user to bash a hole through a wall or conveniently stun a victim. It is wielded in one hand, leaving the other hand free for another weapon.

SPECIAL RULES

Out of Action. A fighter who goes down to a blow from a power maul will go out of action automatically, even in multiple combats where this would not normally be the case.

Recovery. A fighter who goes out of action to a power maul will never suffer serious injuries. After the game such models recover automatically and are unharmed, so no roll is required on the Serious Injuries chart.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Close combat only				5	1	3		Close combat. Opponent out of action automatically. Does not inflict serious injuries.

PISTOLS

Pistols are small hand-held weapons that are especially useful for close ranged fighting and hand-to-hand combat. At short ranges their lightness means they are easy to aim and fire, though at longer ranges their lack of stability and power means they are inaccurate.

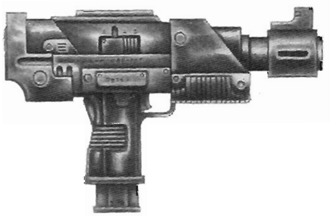
Pistols can be used to shoot during the shooting phase and fight in hand-to-hand combat. As all pistols can be used in hand-to-hand fighting this is not mentioned in the accompanying special rules, but it is indicated in the special rules summary on the weapon profile by the tag 'close combat'.

AUTOPISTOL

The autopistol is a rapid firing automatic pistol, effectively a smaller and handier version of the larger autogun. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

Most weapons are made in the factories of the hive city and traded down through the hive. Crude but effective versions are made in the Underhive workshops themselves. Ammunition, spares and repair facilities are relatively easy to find throughout the Underhive, and traders always have guns and ammunition for sale.

Because of its high rate of fire, the autopistol is astonishingly accurate at the short ranges favoured by some gang fighters.



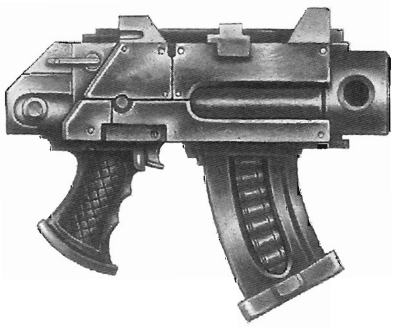
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2		3	1	0	4+	Close combat

BOLT PISTOL

Bolt weapons are sophisticated weapons that fire self-propelled explosive ammunition in the form of small missiles called bolts. Bolt pistols and boltguns are manufactured in the factories of the hive city, but the fine engineering tolerances and quality materials required means few if any are made in the Underhive. For the same reason bolt weapons are hard to maintain, spares are rare, and ammunition is expensive. Furthermore, ammunition made in the Underhive is often unreliable. On the whole this is a weapon best suited to the technically sophisticated armies of Space Marines for which it was designed.

Despite its drawbacks the bolt pistol is still a highly favoured weapon. It may not always work, but when it does the results are usually impressive. For one thing, it makes a lot of noise and creates a great deal of obvious damage.

More deadly and far more obvious than an autopistol or laspistol, it makes the ideal side-arm for a gang leader keen to impress his rivals.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	–	4	1	1	6+	Close combat

HAND FLAMER

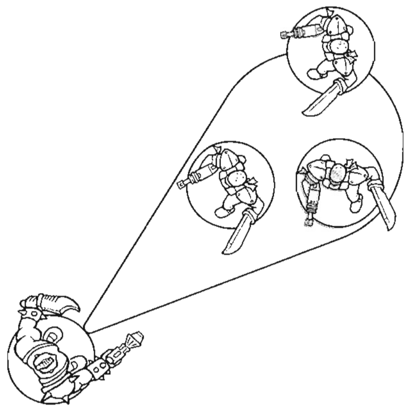
Amongst the Underhive gangs this weapon is also known as the flame pistol or burner. It fires a short burst of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within a small pressurised container that fits into the weapon. A single container contains very little fuel, so flamers often run out of power after a few shots. The unstable and temperamental nature of the fuel also means that some containers prove useless whilst others explode unexpectedly as they are loaded.

The flamer is a very dangerous weapon that spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot.

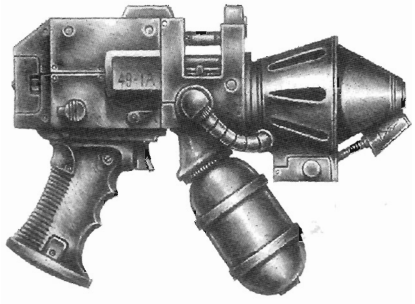
SPECIAL RULES

Ammo Test. An Ammo test is required every time the hand flamer is fired regardless of your to hit roll. Hand flamers are unreliable weapons and can only be counted on to fire once or twice.

Template. The hand flamer's shot is represented by the smaller teardrop-shaped flamer template. This is used as described in the Shooting section, by placing the template so that it covers one or more target models. Any models wholly under the template are hit automatically, whilst those partially beneath are hit on the D6 roll of a 4, 5 or 6.



A Goliath armed with a hand flamer shoots at three Orlock fighters. The Goliath player places the template as shown. Two Orlocks are completely covered by the template and are therefore hit automatically. The other Orlock is only partially covered by the template, and will be hit on a D6 roll of 4 or more.



Catching Fire. If a model is hit by a flamer and goes down then the target has absorbed the full brunt of the blast and the flames go out with no further effect. If the model goes out of action then remove the model as normal.

If a target is hit but does not go down or out of action, then make an immediate test to determine whether the model catches fire. Roll a D6. On the score of a 1-3 the target does not ignite and there is no further effect. On the score of a 4-6 the target ignites with the following results.

A burning target will continue to burn until the flames are extinguished. Test for this at the start of the fighter's own turn. Roll a D6:

1-5	On the roll of a 1-5 the model continues to burn and automatically sustains a further Strength 4 hit. If a model goes down or out of action whilst on fire the flames automatically go out with no further effect. While burning the fighter's nerve is automatically broken as described in the Leadership tests section, except that the model moves 2D6" in a random direction rather than towards cover (a random direction can be established using the Scatter dice). A burning model will not engage in hand-to-hand fighting and other models automatically move out of his way.
6	On the roll of a 6 the flames go out with no further effect.

If there are any models within 1" of the burning fighter during their movement phase then they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model attempting to beat out the flames (eg, 2 models +1). If the total is 6 or more the flames are beaten out with no further effect.

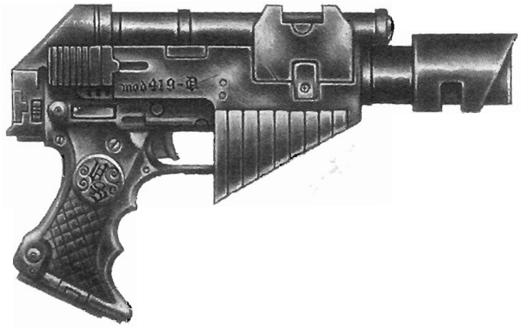
Frenzied target. A frenzied fighter who catches fire will ignore the flames and continue to move, shoot and fight despite burning up. He will, however, continue to take damage as described above.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Special rules		–	–	4	1	-2	4+	Close combat. Template weapon. Flaming attack target may catch fire

LASPISTOL

Laser weapons are manufactured in vast quantities in the factories of the hive city and are exported to the armed forces of the Imperium throughout the galaxy. Laspistols find their way into the Underhive via the Guilder traders. Power packs come from the same source and some are made in local settlements. Supplies of parts are plentiful and repairs easily effected.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the laspistol over more powerful weapons for these very reasons.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	-1	3	1	–	2+	Close combat

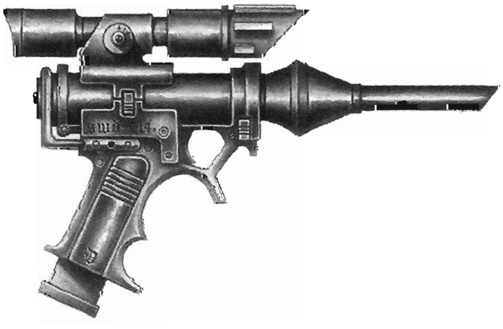
NEEDLE PISTOL

The needle pistol or needler is a complex laser-powered weapon. Its tight laser beam carries a tiny toxic needle or dart which pierces the target's flesh to send its deadly poisons into their body. The laser carrier beam will dissolve or blow away armour or clothing and burrow into exposed flesh enabling the darts to penetrate more deeply.

The needler is a rare and expensive weapon in the Underhive. Its chief advantage is that it is virtually silent, and consequently the favoured weapon for assassins and other unwelcome characters.

SPECIAL RULES

Toxic Dart. No wound roll is required when shooting a needler: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal.



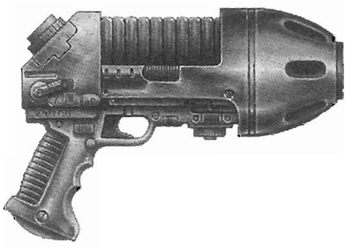
Injuries. A target suffering his final wound from a toxic dart does not roll on the standard Injury chart. Instead, roll on the chart below both when the injury is inflicted and in subsequent recovery phases.

D6	*Result*
1-2	**No Effect.** The toxin has no effect or wears off. The target may continue to fight in the same way as if he'd suffered a flesh wound except that he suffers no penalties on his WS/BS.
3-4	**Sedated.** The target shrugs off the full effect of the toxin or recovers sufficiently to crawl up to 2" but can do nothing else. This is the same as a normal 'down' result.
5	**Comatose.** The target is knocked comatose and falls to the ground. The target cannot move at all.
6	**Out of Action.** The target slumps lifelessly to the ground. He may be dead or barely living, but is overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16	+2	–	3	1	-1	6+	Close combat. Toxic dart. Injuries

PLASMA PISTOL

Plasma weapons fire energy shells of bright glowing plasma – matter in a super-heated energised state. When a plasma shell strikes its target there is a tremendous release of energy and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous. The biggest disadvantage of a plasma pistol is that it takes a relatively long time to recharge once it has been fired. The user can mitigate against this by firing as short a blast as possible with slightly reduced effectiveness.



SPECIAL RULE

Energy Levels. You can choose to shoot the weapon on a low energy setting or maximum power. The profiles for each setting are different. If you shoot the weapon on maximum power then you cannot shoot again until it has recharged. It takes the firer's entire following turn for the weapon to recharge once more. This restriction does not apply on the low energy setting.

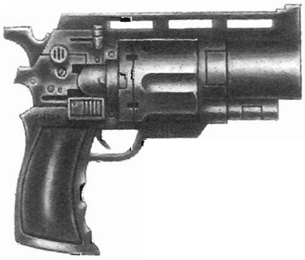
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-18	+2	-1	6	1	-1	4+	Close combat. Maximum power. Takes one entire turn to recharge after firing.
0-6	6-12	+2	-1	4	1	0	4+	Close combat. Low energy

STUB GUN

The stubber or slugger is a primitive type of hand gun which fires solid bullets – usually one at a time. It is recognisable as a revolver or small automatic of the kind used since the Twentieth century. Stub guns are made locally in the Underhive and are readily available, simple to maintain, and fairly reliable. The quality and appearance of individual weapons varies a great deal. Their effectiveness can be increased by using more powerful, if somewhat expensive, dum-dum bullets.

SPECIAL RULE

Dum-dum Bullets. A stub gun can be loaded with dum-dum bullets. A supply of these hand-made bullets costs extra, but they are more powerful than standard ammunition and add +1 to the Strength of any hits (Strength 4 rather than 3). However, if an Ammo roll is failed while using dum-dum bullets the weapon automatically explodes (see Exploding Weapons).

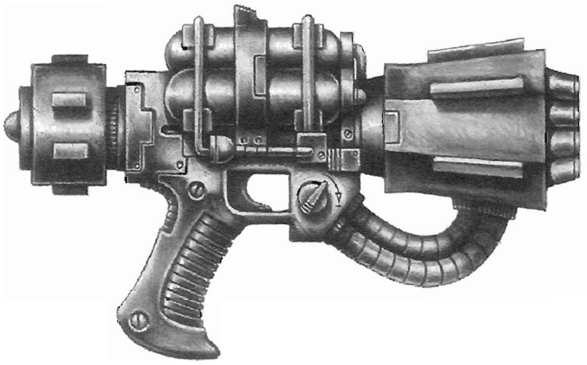


Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-8	8-16		-1	3	1	–	4+	Close combat. Dum-dum bullets (S4)

WEB PISTOL

The web pistol, or glue gun as it is cheerfully called, is not a common weapon. It is used by the Necromundan Houses' own security forces as a means of suppressing crowds or taking captives without harming them.

The weapon fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. The sticky mass quickly shrinks and hardens holding the target fast and preventing him from making the slightest move. A victim who struggles too hard may be strangled or even crushed by the constricting mesh.



The pistol is bulky and has a cone-shaped nozzle and a distinctive canister containing the web chemical itself. Both weapon and its chemical ammunition are hard to get hold of and the weapon is not particularly popular amongst the Underhive fighters.

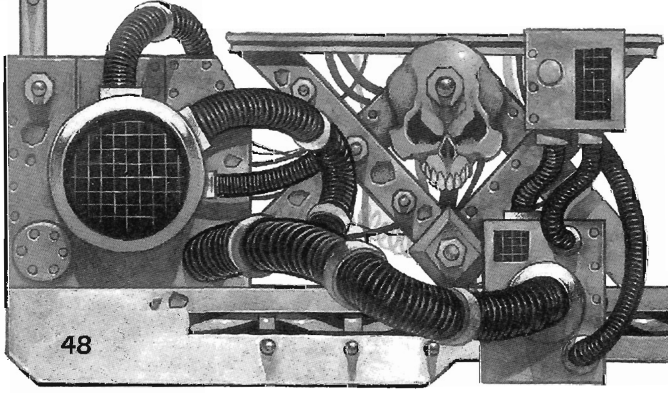
SPECIAL RULES

Webbed Targets. Once a web pistol has hit its target the victim is automatically enmeshed – there is no roll for wounds or injuries and no saving roll is allowed for armour. A webbed target may do nothing other that attempt to struggle free at the start of its turn. If the fighter wishes to make an attempt to struggle free roll a D6 and add the model's Strength. If the total is 9 or more the victim frees himself from the web and may continue normally. If the total is less than 9 then the victim suffers 1 wound immediately, though an armour save may be attempted if the victim has armour.

Freeing Webs. All web pistols incorporate a solvent spray for removing the web material. Any model that has a web pistol may automatically free a webbed fighter at the start of the turn if he is within 1". However, a model can never free itself from a web using a web pistol, as the strands are far too tight to allow the fighter to reach his solvent spray.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-4	4-8	–	-1		Special	–	6+	Close combat. Fires web

Guilder merchants run slave trains from settlement to settlement, across the wastes, through rubble-strewn domes, and into tunnels and crawlholes. No machine could negotiate the narrow and often flooded tunnels that connect many parts of the dome: only a pack slave can successfully scale the ruins and climb into the holes and craters of the badzones. The settlers of Underhive, the holesteaders, ore-diggers and hivers of the big settlements, depend upon the slave trains to transport goods and essential supplies.



Slaves are usually muzzled which makes it impossible for them to bite their masters or each other. They wear heavy harnesses to which are attached back packs or twin panniers. A fit slave can carry his own weight and the strongest can lug loads of nearly twice that. Slavery is often the fate of captured outlaws, mutants, renegade Ratskins, and others who reach the Guilder courts.

Slave trains are chained or roped together by means of neck collars which either connect the whole train or link the slaves together into pairs or small groups. There are many recorded instances where a pack slave has fallen into a hidden shaft, dragging the whole train down after him.

Each slave is marked on his forehead with a Guilder implant, which looks like a shining black button. This device contains crystal circuits which the slave's master uses to record details of ownership. These buttons can only be read or removed using a Guilder badge, so a slave can be readily identified.

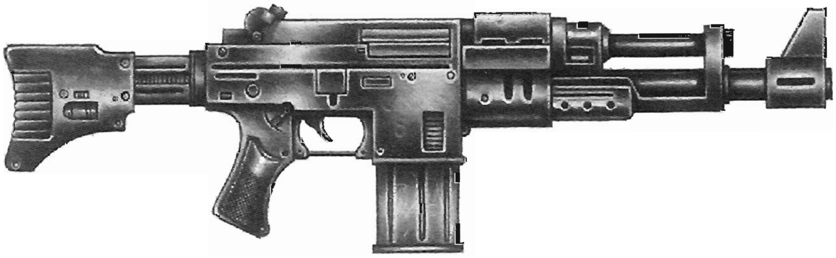
BASIC WEAPONS

This section covers weapons designed to be carried and used with two hands like an automatic rifle or sub-machine gun. These comprise some of the most common and effective weapons available to the Underhive fighters.

AUTOGUN

The autogun is a rapid firing automatic weapon. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

Autoguns are made in the factories of the hive city and traded down through the hive. Crude but effective versions are made in the Underhive workshops themselves. Ammunition, spares and repair facilities are relatively easy to find throughout the Underhive, and traders always have guns and ammunition for sale.



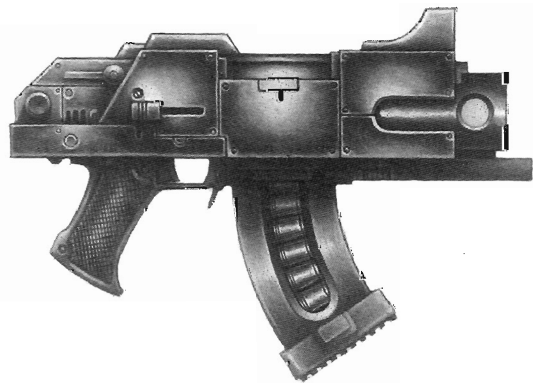
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	3	1	-	4+	

BOLTGUN

The boltgun or bolter is the standard armament of the Imperium's finest fighting forces the Space Marines. It is a weapon made in limited quantities and to the highest standards using the most costly materials. Boltguns require constant attention and regular expert maintenance if they are to work properly.

Bolt weapons fire a self-propelled armour-penetrating mass-reactive explosive missile called a bolt. Even bolts are expensive to make and cannot be easily fabricated in the undercity. Overall, boltguns are rare, expensive and prone to going wrong. However, they are very effective indeed.

Despite their drawbacks boltguns are still highly favoured weapons. They make a great deal of noise and cause immense damage to any target they hit. They are prestige weapons carried by gang leaders and other fighters who are wealthy and don't mind advertising the fact. A fighter with a bolter means business.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	-	4	1	-1	6+	

LASGUN

Laser weapons are manufactured in vast quantities in the hive city and are exported to the armed forces of the Imperium throughout the galaxy. Lasguns are traded in Underhive settlements and the Guilders bring shipments from the factories above. Power packs come from the same source and some are made locally. Supplies of parts are plentiful and repairs easily effected.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the lasgun over more powerful weapons for these very reasons.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-12	12-24	+1	–	3	1	-1	2+	

SHOTGUN

A shotgun is a simple low velocity weapon which any Underhive workshop can make to order. They vary in appearance, often incorporating special features or decoration to the taste of the owner or the gunsmith. Some are pump-action guns, fed from a tubular magazine slung under the barrel, others have box magazines or long ammo belts. The ammunition itself is easy to make, and many owners make their own shells. There are several recognised types, each tailored to a particular type of shot or range. The ingenuity of the Underhive gunsmiths is quite remarkable in this respect.

SPECIAL RULES

Knock-back. The high impact of a shotgun is quite capable of knocking a man off balance or even off his feet. To represent this a target making a roll for falling over an edge as a result of a shotgun hit counts his Initiative with a -1 penalty. For example, if his I is 3 he will fall on a score of 3-6 rather than 4-6.

Ammo. A variety of shell types is available and you can decide which to use before each shot. Their different effects are summarised on the profile. Each type has its advantages. Some are effective but expensive and often unreliable. If you fail an Ammo roll the weapon and all ammunition carried cannot be used for the remainder of the game.

Solid Slug: This is the standard type of solid ammunition. It takes the form of a heavy shell which is fairly inaccurate but quite powerful.

Scatter Shot: This is a cartridge filled with lots of small pellets. Although it's not as powerful as other types of ammunition it is very useful for blasting enemy out of cover. The hundreds of pellets ricochet around and often score hits on partially concealed targets. When firing a scatter shot work out the hit as described for blast weapons in the rules. The scatter shot uses a 1" radius blast marker. In addition, disregard any cover modifiers for hitting the target – the hundreds of pellets saturate the area with shot and can catch partially concealed targets as if they were in the open.

Man Stopper: This is a particularly heavy solid cartridge with a massive propellant charge. It is more powerful than a normal solid shot and more accurate at range. However, it is more expensive than an ordinary solid shot.

Hot Shot: This is a hollowed out shot which contains a small charge of flamer chemical. If a target is hit and does not go down or out of action then it may catch fire in the same way as a target hit by a flamer. See the rules for catching fire in the flamer description.

Bolt: This is a small self-propelled missile. In fact it is a charge adapted from a boltgun round, and has similar properties including being somewhat temperamental. The long range of the shotgun is extended to 24" when firing a bolt.

Shot type	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Solid Slug	0-4	4-18	-	-1	4	1	-	4+	
Scatter Shot	0-4	4-18	+1	-1	3	1		4+	1" blast/Ignores cover
Man-Stopper	0-4	4-18	-	-	4	1	-2	4+	
Hot Shot	0-4	4-18	-	-1	4	1		6+	Catch fire
Bolt	0-4	4-24	+1	-	4	1	-1	6+	Range 24"

SPECIAL WEAPONS

Special weapons are similar in size and design to basic weapons and like them require both hands to fire. These are technically sophisticated weapons which require above average care and skill to use. For this reason not everyone can use such a weapon and they are mostly carried by heavies or gang leaders.

FLAMER

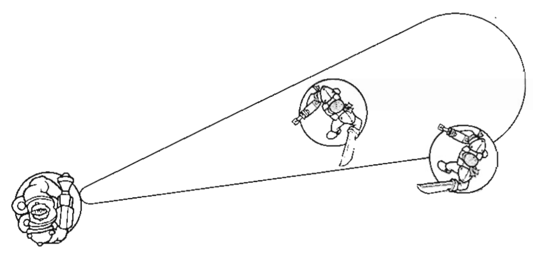
The flamer fires a burst of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within a pressurised container that fits underneath the weapon or is attached by a separate fuel pipe. A container contains little fuel, so flamers often run out of power after a few shots. The unstable and temperamental nature of the fuel also means that some containers prove useless whilst others explode unexpectedly as they are loaded.

The flamer is a very dangerous weapon that spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot.

SPECIAL RULES

Ammo Test. An Ammo test is required every time the flamer is fired regardless of your to hit roll. Flamers are unreliable weapons, and can only be counted upon to fire once or twice per engagement.

Template. The flamer's shot is represented by the larger teardrop-shaped flamer template. This is used as described in the Shooting section, by placing the template so that it covers one or more target models. Any models wholly under the template are hit automatically, whilst those partially beneath are hit on the D6 roll of a 4, 5 or 6.



A Goliath armed with a flamer shoots at two Orlocks. The Goliath player places the template as shown. One Orlock is completely covered by the template and is hit automatically. The other Orlock is only partially covered, and will be hit on a D6 roll of 4 or more.

Catching Fire. If a model is hit by a flamer and goes down then the target has absorbed the full brunt of the blast and the flames go out with no further effect. If the model goes out of action then remove the model as normal. If a model is hit but does not go down or out of action, then make an immediate test to determine whether the target catches fire. Roll a D6. On the score of a 1-3 the target does not ignite and there is no further effect. On the score of a 4-6 the target ignites.

A burning target will continue to burn until the flames are extinguished. Test for this at the start of the fighter's own turn. Roll a D6.

1-5	The model continues to burn and automatically sustains a further Strength 4 hit. If a model goes down or out of action whilst on fire the flames automatically go out with no further effect. Whilst burning the fighter's nerve is automatically broken as described in the Leadership Tests section, except that the model moves 2D6" in a random direction rather than towards cover (a random direction can be established using the Scatter dice). A burning model will not engage in hand-to-hand fighting and other models automatically move out of his way.
6	The flames go out with no further effect.

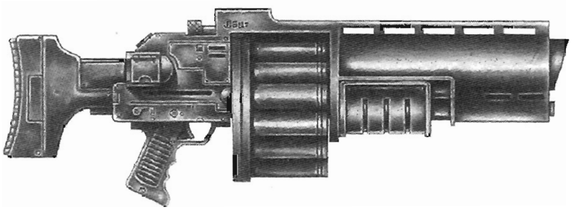
If there are any models within 1" of the burning fighter during their movement phase then they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model attempting to beat out the flames (eg, 2 models +1). If the total is 6 the flames are beaten out with no further effect.

Frenzied target. A frenzied fighter who catches fire will ignore the flames and continue to move, shoot and fight despite burning up. He will, however, continue to take damage as described above.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
Special rules		-	-	4	1	-2	4+	Template weapon. Flaming attack, target may catch fire.

GRENADE LAUNCHER

A grenade launcher is a light tubular launcher capable of firing most grenade types by means of a compressed gas charge. The most common grenades are explosive Frag grenades and implosive Krak grenades which are designed for cracking open tough and well armoured targets. These grenades are often home-made affairs, simple devices manufactured in the Underhive itself.



The launcher is a very robust and straightforward weapon. Its supply of compressed gas is soon expended, but recharging is a simple matter using a high pressure source to fill its internal tank.

Frag and Krak grenades are described in the section on grenades. When you equip a model with Krak or Frag grenades you are assumed to be buying him a supply sufficient to last for the entire game – or until you fail an Ammo roll. Other kinds of grenade that can be used are Choke, Flash, Plasma, Scare, Smoke and Hallucinogen.

SPECIAL RULE

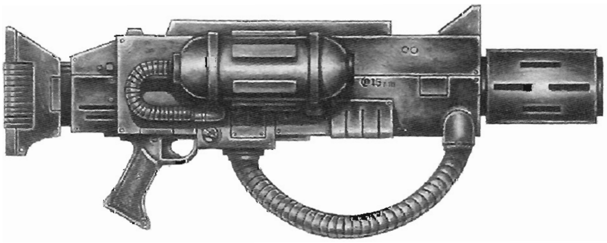
Move or Fire. Because of its bulk and massive recoil, a fighter cannot shoot a grenade launcher if he moves in the same turn. He can move, or fire, but not both.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-60	–	-1	–	–	–	Auto	As grenade type. Move or fire

MELTA-GUN

The melta-gun is also known as the melter, cooker or vape gun. It works by means of sub-molecular thermal agitation, literally cooking, melting, or eventually vaporising the target. A melta-gun can melt plasteel and its effect upon living tissue is horrible indeed.

The weapon makes no noise when fired. The passage of the beam heats the air to super-hot temperatures, causing a distinctive hiss which becomes a roaring blast as living flesh is hit and body moisture vaporises explosively.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-12	+1	–	8	D6	-4	4+	

NEEDLE RIFLE

The needle rifle is a sniper's weapon and for this reason it is often referred to as a needle sniper rifle. It is a complex laser powered device and relatively rare in the Underhive. Its tight laser beam carries a tiny toxic needle or dart which can easily penetrate flesh to send its deadly poisons into the target. The laser carrier beam will dissolve or blow away armour or clothing and burrow into exposed flesh enabling the darts to penetrate more deeply. The needler's chief advantage is that it is virtually silent, and consequently the favoured weapon for assassins and other unwelcome characters.

SPECIAL RULES

Toxic Dart. No wound roll is required when shooting a needler, if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal.

Injuries. A target suffering his final wound from a toxic dart does not roll on the standard Injury chart. Instead, roll on the chart below both when the injury is inflicted and in subsequent recovery phases. Roll a D6.

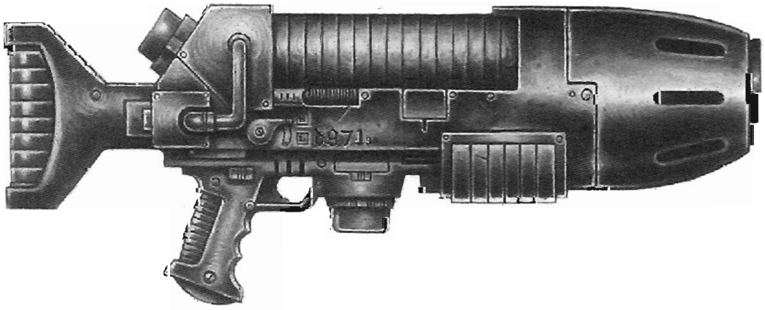
1-2	**No effect.** The toxin has no effect or wears off. The target may continue to fight in the same way as if he'd suffered a flesh wound except that he suffers no penalties on his WS/BS.
3-4	**Sedated.** The target shrugs off the full effect of the toxin or recovers sufficiently to crawl up to 2" but can do nothing else. This is the same as a normal 'down' result.
5	**Comatose.** The target is knocked comatose and falls to the ground. The target cannot move at all.
6	**Out of Action.** The target slumps lifelessly to the ground. He may be dead or barely living, but is overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-16	16-32	+1	–	3	1	-1	6+	Uses special Injury chart

PLASMA GUN

Plasma weapons fire energy shells of bright glowing plasma – matter in a super-heated energised state. When a plasma shell strikes a target energy is released and the target blows apart in an almighty explosion.

Plasma weapons are extremely effective and very dangerous weapons. Their biggest disadvantage is that they take a relatively long time to recharge once they have been fired. The user can mitigate against this by firing as short a blast as possible with slightly reduced effectiveness.



SPECIAL RULE

Energy Levels. You can choose to shoot the weapon on a low energy setting or maximum power. The profiles for each setting are different, as you can see. If you shoot the weapon on maximum power then you cannot shoot again until it has recharged. It takes the firer's entire following turn for the weapon to recharge itself. This restriction does not apply on the low energy setting.

Note that sustained fire can only be used when shooting on the maximum energy setting.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-6	6-24	+1	–	7	1	-2	4+	Maximum power. Takes one entire turn to recharge. Sustained fire - 1 Dice.
0-6	6-16	+1	–	5	1	-1	4+	Low setting

HEAVY WEAPONS

This category covers particularly large and powerful weapons. They are too heavy and clumsy to be used by all fighters, and are also difficult to maintain and repair. Only fighters with appropriate technical skills can hope to own heavy weaponry of this kind, though most gangs have one or two fighters who carry heavy weapons. These individuals are known as 'heavies' on account of the weapons they carry and also because they tend to be big, muscular fighters able to bear the weight of their weapon, ammunition and spares.

All of the heavy weapons described below are weighty, cumbersome affairs which take quite a bit of physical strength and energy to carry and use. Spare parts, ammunition and a basic tool kit all add to the weight a heavy must bear.

Because of this, any fighter carrying a heavy weapon may not move and shoot during the same turn. If you wish to shoot, you must remain stationary. As this rule applies to all heavy weapons it is not included in the special rules for individual weapons.

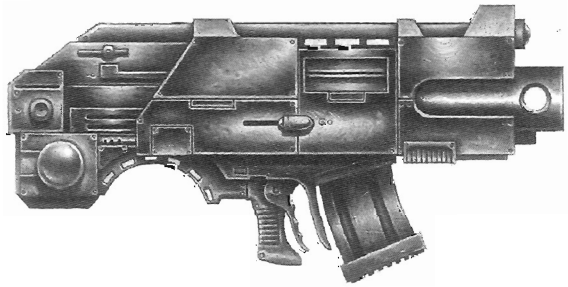
AUTO-CANNON

The auto-cannon is a heavy automatic weapon – a larger and more powerful version of the autogun. It is a rapid firing, high-velocity weapon capable of spitting out a hail of deadly shells. The blaze of shells, scream of the loading mechanism and brutal recoil mean that it is a difficult and energy sapping weapon to use. It is also extremely effective, and one of the most popular heavy weapons.

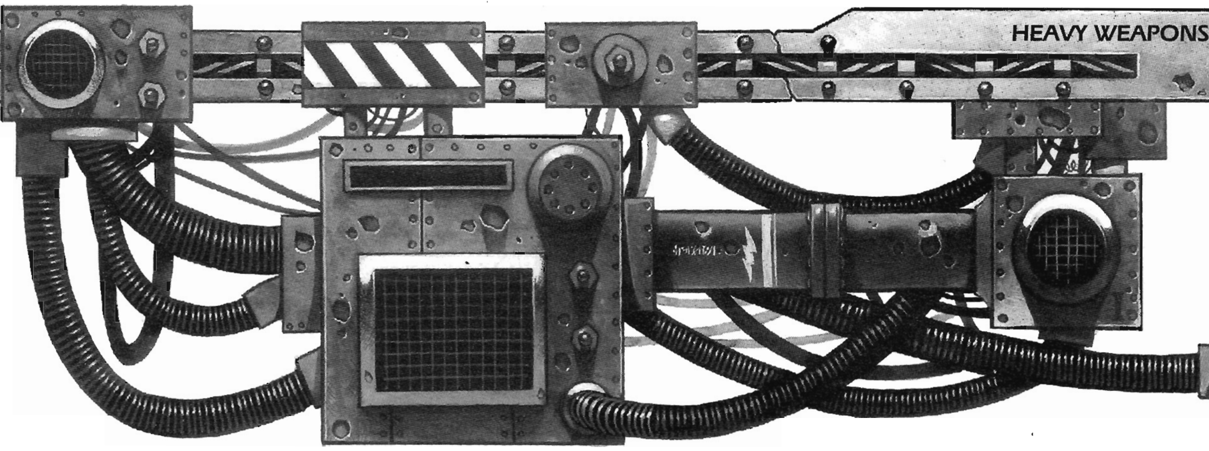
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-72	-	-	8	D6	-3	4+	Sustained fire – 1 dice

HEAVY BOLTER

All bolt weapons are highly advanced and technically sophisticated, and the heavy version is the most effective and most complex weapon of its type. They are extremely bulky and are often known as the 'back breaker' by those who carry them. Like all bolters it is noisy and the shells explode when they hit their target causing great devastation. Only very experienced and relatively wealthy fighters can afford to own and use a heavy bolter. The constant and demanding maintenance routine also makes it an unwise choice for a novice. For those who know what they're doing it is a prestigious weapon carried by the most dangerous of fighters.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-40	–	–	5	D4	-2	6+	Sustained Fire – 2 dice



HEAVY PLASMA GUN

The heavy plasma gun, or sun gun as it is known, fires energy shells of bright glowing plasma – matter in a super-heated energised state.

When a plasma shell strikes a target energy is released and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous and the heavy version is the most deadly of all. The biggest disadvantage of plasma weapons is that they take a relatively long time to recharge once fired. In the case of the heavy plasma gun the user can mitigate this by firing the weapon on a low energy discharge to preserve his energy reserves.

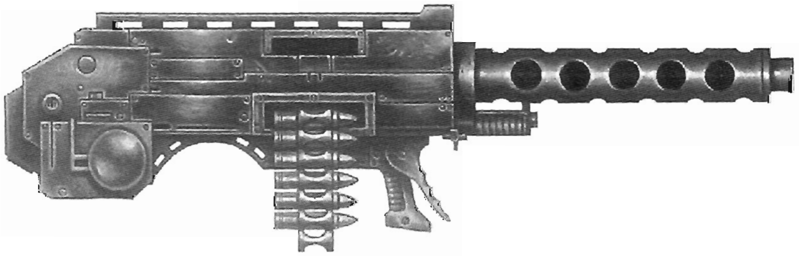
SPECIAL RULE

Energy Levels. You can choose to shoot the weapon on a low energy setting or maximum power. The profiles for each setting are different. If you shoot the weapon on maximum power then you cannot shoot again until it has recharged. It takes the firer's entire following turn for the weapon to recharge once more. This restriction does not apply on the low energy setting.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-40	–	–	7	D4	-2	4+	1 1/2" Blast marker. Low energy
0-20	20-72	–	–	10	D10	-6	4+	1 1/2" Blast marker. Maximum power. Takes one entire turn to recharge

HEAVY STUB GUN

This heavy and old-fashioned weapon is affectionately known as the 'big stubber'. It rattles off a hail of heavy bullets sufficient to stop a man in his tracks. The workshops of the Underhive can turn out weapons like this quite easily, all slightly different in design but basically the same in terms of their effect. It is a simple weapon to maintain and relatively cheap to buy. Many gangs start out with a big stubber to back them up, and its deadly rain of bullets has put an end to the aspirations of many an Underhive fighter.

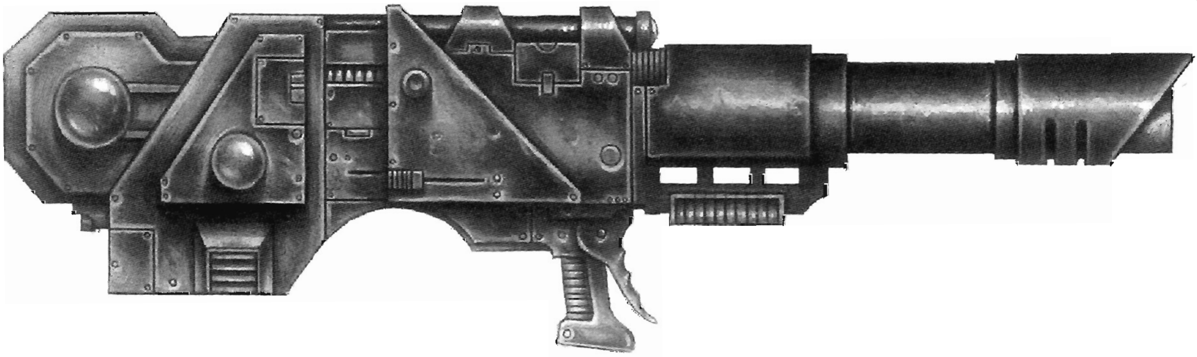


Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-40	–		4	1	-1	4+	Sustained fire - 2 dice

LASCANNON

The lascannon or laser cannon is the most powerful of the laser technology weapons available in the Underhive. It is a military weapon, made in the factories of the hive city for the armed forces of the Imperium. Examples find their way into the hands of gang fighters, though the Guilders are reluctant to trade such powerful weaponry into the anarchic and dangerous Underhive.

The lascannon fires a powerful energy burst, a single mighty blast of energy that can burn up a target or vaporise plasteel. It is designed for destroying large armoured vehicles and other fighting machines, and its massive energy discharge is reckoned unnecessarily potent in the cramped Underhive where targets are generally living men. As a result it is not a highly favoured weapon, most fighters preferring something which spreads its shots over a wide area or fires more rapidly.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-60	–	–	9	2D6	-6	4+	

MISSILE LAUNCHER

The missile launcher is a complex and weighty piece of machinery. Although expensive the weapon is highly regarded on account of its versatility, and those who can afford the exorbitant costs of maintenance and ammunition often choose to carry a missile launcher.

Not all launchers are identical but most are similar, deriving from the armaments factories of the hive city rather than individual workshops in the Underhive. A few Underhive gunsmiths will adapt or modify missile launchers, but this requires considerable skill.

Two types of ammunition are commonly available. These are powered missiles fed into the weapon by means of a magazine or hopper, though some versions must be loaded one shot at a time. Super-krak missiles contain a powerful implosive charge designed to crack open the armour of individual targets. Frag missiles contain an explosive charge which inflicts damage over a wide area. Of these, Frag missiles are the most favoured in the Underhive.

SPECIAL RULES

Super Krak Missile. This missile is designed to crack open a heavily armoured target with a concentrated implosive charge. As such it is really intended to destroy armoured fighting machines and other well armoured targets. A missile has the profile shown below.

Strength	*Wounds*	*Save Modifier*	*Blast Area*
8	D10	-6	None

Frag Missile. This missile explodes upon impact, scattering shrapnel over a wide area. The missile is ideal for scything down groups of exposed fighters. It has a profile as follows.

Strength	*Wounds*	*Save Modifier*	*Blast Area*
4	1	-1	2" radius

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Ammo Roll	Special
0-20	20-72				As missile		Auto	

GRENADES

Grenades are thrown by hand or can be fired from a grenade launcher, a tubular device powered by compressed gas or an electromagnetic charge. There are many different kinds of grenade available in the Underhive, including strange and unreliable devices concocted by the Underhive fighters themselves, but the most common by far are Frag and Krak grenades.

Whatever type of grenade you carry, a grenade throw counts as a 'shot' in the shooting phase, so a fighter can shoot a gun or throw a grenade, but not both. For the rules on grenades see the Shooting section of the main rules.

When you equip a fighter with grenades he is assumed to carry enough actual grenades to last the entire encounter. His supply of grenades will automatically run out if an Ammo roll is required, ie the Ammo roll is 'auto' for all grenades.

If you run out of ammo with a grenade launcher you have run out of the type of grenade used and the launcher has run out of charge.

KRAK

Krak grenades are designed to pierce armoured targets by means of a concentrated implosive charge. Although a Krak grenade can easily kill a man, its contained blast makes it less useful than Frag grenades for Underhive fighting. However, it is very effective at destroying hard targets, building structures, and for blasting into defended holes.

SPECIAL RULES

-1 to Hit. A Krak grenade is a heavy and cumbersome grenade with a concentrated blast. It is therefore harder to hit a target with a Krak grenade than with other grenades and a -1 to hit penalty is imposed when throwing one.

Scatter. Although the grenade has no blast area it will still scatter if it misses in the fashion of any other grenade. The grenade must scatter directly on top of a target in order to hit it.

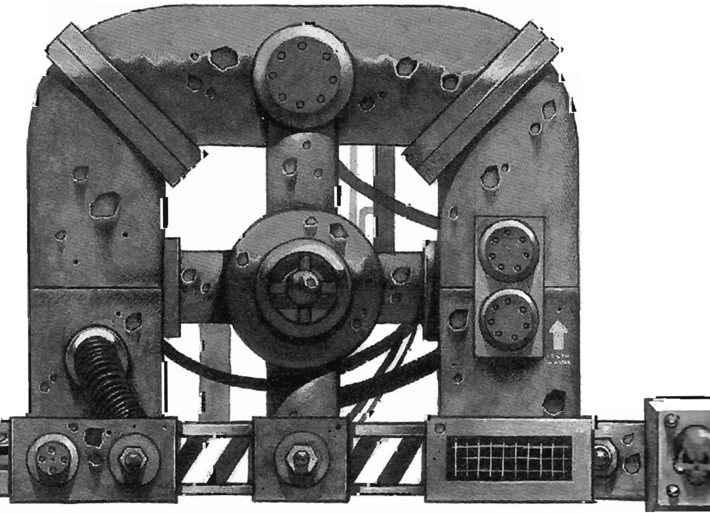
Demolition. The Krak grenade can be affixed to any stationary target within 1" during the shooting phase – for example a door, a water still, or other construction. The grenade hits automatically without the need to roll for hits or scatter. It is not possible for a model to shoot other weapons in the same shooting phase as placing a Krak grenade.

Strength	Damage	Save Modifier	Area
6	D6	-3	None

FRAG

A Frag grenade contains an explosive charge as well as a casing which is designed to fragment into deadly shrapnel. It is a common weapon, easy to make and effective in use. Frag grenades are often home-made in Underhive workshops or by the gang fighters themselves.

Strength	Damage	Save Modifier	Area
3	1	-1	2"



MELTA BOMB

Melta bombs or thermal bombs contain a subatomic thermal charge capable of melting through a sheet of plasteel or vaporising flesh. The intense heat caused is very localised in effect, so the weapon is little use in conventional fighting, its primary purpose is as a demolition charge to melt doors or machines. For these purposes it has a special contact plate used to affix it to stationary targets.

SPECIAL RULE

Demolition. The Melta bomb cannot be thrown like an ordinary grenade and its size prevents its use in a grenade launcher. Instead it may be affixed to any stationary target within 1" during the shooting phase, for example a door, a water still, or other construction. The Melta bomb hits automatically without the need to roll for hits or scatter. It is not possible for a model to shoot with other weapons in the same shooting phase as placing a bomb.

Strength	Damage	Save Modifier	Area
8	D6	-4	None

GAS

There are many different kinds of gas grenades or gas bombs. Some of these weapons are made in the factories of the hive city, others are fabricated by cunning armourers in the Underhive itself. All of these weapons are rare and somewhat specialised in nature, so they are not commonly used by gang fighters. The different effects of the various gas grenades are discussed below.

When you throw a gas grenade choose your target and work out where the grenade hits. Place a 2" radius marker, or a patch of cotton wool, to represent the gas. Models within the cloud are hit automatically; models partially within the cloud are hit on a D6 roll of 4 or more, exactly as for ordinary weapons. Fighters hit by gas are not pinned as a result. In other words, although 'hit' the targets are not actually struck or hurt so the hit doesn't count in quite the same way as a regular weapon hit.

Any model hit by gas must roll a D6. If the score is less than the target's Toughness it is not affected by the gas. If the score is equal to or more than the target's Toughness it is affected as described below. A roll of a 6 always affects the target regardless of his Toughness. A model that is not already affected by the gas must make this roll if it finds itself within the gas cloud at the start of its turn.

Gas clouds can last for several turns, or slowly disperse or drift away altogether. Test at the beginning of both players' turns. At the start of each turn roll a D6.

1	The gas dissipates causing no further harm.
2-5	The gas remains where it is.
6	The gas drifts D6" in a random direction. Any models enveloped by the gas are hit.

Scare Gas: A fighter affected by Scare gas must take an immediate Leadership test to keep his nerve. If failed the gas has sent the fighter into a panic and he is broken as described in the rules for Leadership tests.

Choke: Fighters affected by Choke fall to the floor and are helpless whilst they remain in the cloud. Models can crawl 2" and attempt to leave the cloud, but they cannot shoot, fight or do anything else if within the cloud at the start of their turn. Once they have crawled free of the choking gas or it has dispersed they recover by the end of the turn.

Hallucinogen: Fighters affected by this dangerous hallucinogenic gas become subject to all kinds of strange delusions and can behave in an extraordinary manner. If the model is within the gas cloud at the start of his turn roll a D6 and consult the chart below.

Note: If a Hallucinogen cloud dissipates it still affects models within it at the start of the turn, and if a cloud drifts it affects all models 'hit' by the gas as it drifts.

1	*Resist!* Wild and dizzying visions spin before the victim's eyes as he battles to overcome his inner madness. Roll a further D6. On a score of 1-3 the victim resists the visions and is unaffected. On a 4-6 roll again on this chart.
2	*They're Crawling All Over Me!* The victim is convinced that he is covered with spiders, plague rats, or other unpleasant creatures. The victim is pinned in place by sheer horror just as if he had been hit by a shot. He cannot test to avoid this and can do nothing for his next turn.
3	*Over There!* The victim is convinced the enemy is all around him, hiding behind every piece of cover, lurking just out of sight, ready to drop from above. The victim does not move this turn but must blast off with any weapon he has in a totally random direction. If any model, friend or foe, lies in the direction indicated then it becomes a target just as normal.
4	*Run For It!* The victim is overcome with terror, his eyes widen and he starts to dribble and gibber. The model is automatically and immediately broken as if he had failed a Leadership test and broke his nerve. Move the model 2D6" away from the enemy – this constitutes the model's movement for that turn.
5	*Traitors!* The victim becomes convinced his fellow fighters are out to get him, that the whole thing is a set-up, and the only way to escape is to kill them all. The fighter does not move that turn but shoots at the nearest friend.
6	*Errrr...* The victim lapses into a mindless slack-jawed state for the remainder of the encounter. Do not roll again on this chart even if the model remains within the hallucinogenic gas. The fighter is unharmed and recovers after the game is over, but takes no further part in this encounter and can be removed from play. He does count as out of action for purposes of Bottle rolls.

PLASMA

Plasma is a dangerous and unstable matter in a highly energised state. When a Plasma grenade explodes it creates a plasma ball like a miniature sun.

Throw the grenade as normal and when you have established where it lands place a 1 1/2" radius blast marker on the spot. Work out damage on the targets within the plasma ball in the usual way. Once casualties have been determined do not remove the marker as you normally would but leave it in place. The area indicated is undergoing a matter/energy transformation and is glowing like a small sun.

A plasma ball can persist for several turns, or slowly disperse or drift away altogether. Test at the beginning of each player's turn. At the start of each turn roll a D6.

1	The plasma ball collapses in upon itself and disappears causing no further damage.
2-5	The plasma ball contracts to 1" radius, or to 1/2" radius if already reduced to 1" radius. A plasma ball already reduced to 1/2" radius will vanish altogether.
6	The plasma ball drifts D6" in a random direction established using a Scatter dice and disappears at the end of the turn. Any models enveloped by the moving plasma ball are hit and may suffer damage as a result.

Because of the nature of the shining plasma ball it is not possible to see through it or to shoot weapons through it.

Strength	Damage	Save Modifier	Area
5	1	-2	1 1/2

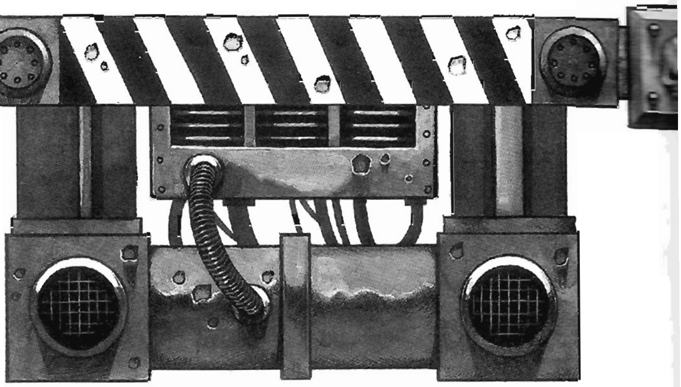
PHOTON FLASH FLARE

Also known as the flash bomb, Photon grenade or simply as a flare, this device explodes with a burst of intense light, blinding or stunning those nearby. A Photon grenade can dazzle fighters and damage sensitive range finding equipment such as targeters.

Throw the grenade and place the template as normal. Models hit by the flash may be affected as described below. Note, however, that fighters hit by a flash are not pinned as a result. In other words, although 'hit' the targets are not actually struck or hurt so the hit doesn't count the same as a regular weapon hit. Roll a D6 for each model.

Any model which rolls under its Initiative characteristic is merely dazzled for the remainder of that turn, counting its WS and BS as 1. Otherwise the fighter is unharmed.

Any model that does not roll under its Initiative is blinded. Blinded models are unable to see and so cannot move properly or shoot. If they do decide to move they do so at half speed and in a random direction. If engaged in hand-to-hand combat they can fight but their WS is reduced to 1.



A model who is blinded remains blinded throughout his following turn, but may test at the start of each of his subsequent turns to recover his sight. Roll a D6. On the score of a 5 or 6 the model regains its sight and can see and move normally once more.

If the target carries a weapon fitted with a mono-sight, red-dot laser sight or infra-red sight, roll a D6. On the score of a 6 the sight is damaged beyond repair and is useless.

Strength	Damage	Save Modifier	Area
None	None	None	1 1/2"

SMOKE

A Smoke grenade or smoke bomb releases a cloud of oily smoke that is impossible to see through without special visual devices such as a photovisor.

When you throw a Smoke grenade you must aim at a specific point of ground – this counts as a small target at -1 to hit. Work out where the grenade lands and place a 2" radius marker to show the extent of the smoke cloud. You can use a patch of cotton wool to represent this if you like. The height of the cloud is assumed to be 2".

Models cannot see through smoke unless equipped to do so, and therefore cannot fire through it. Models within a smoke cloud can see nothing and can either stay where they are or attempt to move out of the cloud in their movement phase. Models moving within a cloud always move in a random direction (established using the Scatter dice) and at half speed.

If enemy fighters find themselves engaged in hand-to-hand combat within a smoke cloud they still fight, but halve their WS characteristic rounding any odd halves up.

A smoke cloud can last for several turns, slowly disperse or drift away altogether. Test at the beginning of each player's turn. At the start of each turn roll a D6.

1	The cloud remains where it is until the end of the testing player's turn and then dissipates with no further effect.
2-4	The cloud remains where it is.
5	The cloud contracts to 1" radius, or to 1/2" radius if already reduced to 1" radius. A cloud already reduced to 1/2" radius will vanish altogether.
6	The cloud drifts D6" in a random direction established using a Scatter dice.

ARMOUR

The armed forces of the far future are equipped with advanced powered armoured suits and protective fields. These bulky and expensive devices are necessary to protect a warrior against the awesome weaponry used on the battlefields of the 41st millennium. Armour is less useful in the depths of the Necromundan hives. Its bulk hinders movement amongst the tangled ruins and its cost is beyond the means of all but the most wealthy fighters.

Although advanced armour is sometimes traded, by far the most common forms of protection are simpler types of protection such as mesh and carapace.

CARAPACE

Carapace armour is made of rigid plates of armaplas moulded to fit parts of the body. A typical suit of carapace covers the vital chest region, with separate plates for the arms and legs. The armaplas plates offer quite good protection from low-powered weaponry but are rather heavy.

SPECIAL RULES

Save. A fighter wearing carapace armour has a basic D6 saving throw of 4, 5 or 6 against a wound.

Initiative. Because of its weight a fighter wearing carapace armour counts his Initiative characteristic as only half its actual value, rounding up. For example, a fighter with I5 would count as having I3.

FLAK

Flak armour is made from high-tensile padded fabric usually in the form of a sleeveless jacket which covers the upper torso. Flak is rather uncomfortable and not especially popular despite its low cost. It offers minimal protection against low powered weapons and is most useful against blasts and explosive impact from near-misses.

SPECIAL RULES

Save. A fighter wearing flak armour has a basic D6 saving throw of 6 against a wound. This is increased to 5 or 6 against weapons which use a template as these are generally the low velocity weapons that flak is most effective against – flamers, blast weapons and Frag grenades, for example. The save modifiers for these weapons may reduce or cancel out this save in many cases.

MESH ARMOUR

Mesh armour is a fabric-like material made from tiny cells of bonded thermoplas. The resultant mesh is light but very strong and can be fashioned into garments or used as a protective lining. Mesh absorbs physical blows or heat energy by becoming momentarily solid, effectively absorbing the energy of an attack to switch from one morphic state to another. Repeated hits to the same area will tend to erode this effect and reduce the protective value of the mesh.

SPECIAL RULES

Save. A fighter wearing mesh armour has a basic D6 saving throw of 5 or 6 against a wound.

AMMUNITION AND GUNSIGHTS

This section covers special types of ammunition or power packs that are sometimes available from traders. It also includes types of advanced gunsights which are rare and highly sought after in the depths of the Underhive.

HOTSHOT LASER POWER PACK

The Hotshot pack is an especially powerful version of the standard laser power pack. It uses a more expensive and less robust power matrix, with the advantage that it can force more power through a standard laser weapon. However, the risk of burning out the weapon or exhausting the pack itself is much greater than with the standard pack.

SPECIAL RULES

Any laser pistol or lasgun can be fitted with a Hotshot pack adding +1 to the weapon's Strength. However, the weapon's Ammo roll is reduced to 6+ if a Hotshot pack is fitted.

RED-DOT LASER SIGHT

This sight shines a continuous low-powered red laser beam along the barrel of a weapon, placing a red dot wherever it is aimed. The laser sight can be attached to any pistol, basic or special type of weapon, such as a bolt pistol or lasgun. Wary fighters look out for the glint of the laser beam and take cover if they spy a red-dot scanning nearby.

SPECIAL RULES

+1 to Hit. A fighter using a pistol, special or basic weapon with a red-dot sight adds +1 to his dice roll to hit a target.

Spot the Dot. A fighter hit by a weapon with a red-dot sight can try to avoid the shot, representing his chance of spotting the red dot and ducking aside. This is worked out as soon as a hit is scored. The chance of avoiding the shot is a 6 on a D6. This 'spot the dot' roll is not a saving throw for armour, and armour penetration modifiers do not affect it.

MONO-SIGHT

A mono-sight is an optical sensor worn over one eye, attached to the fighter's weapon by a power link. The fighter sees an enhanced image and superimposed targetting reticule with its crosshairs clearly showing where his shot will land. The high resolution of the image makes this sight useful only from a stable platform, it is of no advantage to a shooter who is moving. For this reason the mono-sight is designed to be attached to heavy weapons, although they can also be fitted to basic or special weapons.

SPECIAL RULES

+1 to Hit. A stationary fighter using a basic, special or heavy weapon with a mono-sight adds +1 to his roll to hit.

Overwatch. The sight is no advantage against a suddenly appearing or fleeting target. The bonus does not therefore apply if shooting at an appearing or disappearing target or at a charging target on overwatch.

INFRA-RED SIGHT

An infra-red sight is similar in construction to a mono-sight but is calibrated to register infra-red rather than visible light. The enhanced image which appears in the sight makes it very easy to pick out targets that are partially concealed behind cover. Like a mono-sight, the infra-red sights works most effectively from a stable platform, and is of no advantage to a shooter whose own movement disrupts the sensor's image. The sight is designed for attachment to heavy, special or basic weapons.

SPECIAL RULES

Cancels Cover. A stationary fighter using a basic, special or heavy weapon with an infra-red sight may reduce the penalty applied for shooting at an enemy in cover by 1. So, partial cover is ignored and full cover counts as -1 to hit rather than -2.

Single Shot. The to hit bonus applies so long as the weapon only fires a single shot. If the player wishes to use sustained shooting the bonus does not apply, as the clouds of hot smoke emitted obscure the sights.

Overwatch. The sight is no advantage against a suddenly appearing or fleeting target. The bonus does not therefore apply if shooting at an appearing or disappearing target or at a charging target on overwatch.

TELESCOPIC SIGHT

A telescopic sight is a simple but effective optical aid to accuracy. The sight can be fitted to any basic or special weapon to increase the shooter's chances of scoring a hit at long range. A telescopic sight requires concentration to use, and is only a benefit to shooters who stop and aim carefully.

SPECIAL RULES

Double Short Range. A stationary fighter using a basic or special weapon with a telescopic sight doubles the short range of his weapon. For example, short range for a bolter becomes 24". This does not affect the maximum range of the weapon, and in some cases, such as the bolter, all such shots will therefore count as at short range.

Overwatch. The sight is no advantage against a suddenly appearing or fleeting target. The bonus does not therefore apply if shooting at an appearing or disappearing target or at a charging target on overwatch.

BIONICS AND BIO-IMPLANTS

The Underhive presents a weird mixture of advanced technology and primitive technical improvisation. Conditions are rough and ready in the settlements, and those who live there are used to making compromises.

To the wealthy inhabitants of the Spire bionic implants and transplants of living tissue are readily available and affordable solutions to disease and injury. Beneath the Wall a few wealthy family patriarchs may be able to afford such services. In the Underhive people cope as best they can, making do with simple prosthetics and putting up with debilitating injuries. However, even in the Underhive there are a few skilled bio-surgeons able to perform transplants for those who are able to pay the price.

BIONIC EYE

A bionic eye is a technical device that replaces a destroyed or damaged eye. The eye's photosensitive cells also offer protection against Photon Flash flares, and enable the fighter to see through smoke.

If a fighter with a bionic eye suffers a further eye injury then randomly determine which eye is damaged – his real eye or his artificial eye. Any damage to a bionic eye will destroy it.

SPECIAL RULES

Replacement. A bionic eye cancels out the effect of one serious eye injury the fighter has sustained.

Photosensitive. The fighter may re-roll a failed save against blinding by a Photon Flash flare (D6 against Initiative). He may also see past and shoot through smoke with a -1 to hit penalty.

BIONIC LEG

A bionic leg is very much stronger than an ordinary leg and affords the fighter the opportunity of making a devastating kick attack.

If a fighter with a bionic leg suffers another leg injury randomly determine which leg is affected: the fighter's real leg or his bionic leg. If the bionic leg is damaged it will be destroyed.

SPECIAL RULES

Replacement. A bionic leg cancels out the effect of one serious leg injury the fighter has sustained.

Kick. The fighter gains +1 to his Attacks characteristic. In addition, if the fighter wins a hand-to-hand combat he can make a special kick instead of resolving his normal hit/s. Note that a fighter can only kick once and must give up all the hits he would otherwise inflict to do so. A kick is resolved at +2 to the fighter's Strength and inflicts D3 damage.

BIONIC ARM

A bionic arm is a particularly expensive device which offers greatly amplified strength, grip and dexterity compared to a normal arm.

If a fighter with a bionic arm suffers a further arm injury randomly determine which arm is affected: the fighter's real arm or his bionic arm. Any damage to a bionic arm will destroy it.

SPECIAL RULES

Replacement. A bionic arm cancels out the effect of one serious arm injury the fighter has sustained.

Characteristic Bonus. The fighter receives a +1 Strength bonus on his own strength when fighting in hand-to-hand combat or when throwing grenades. He also receives a +1 Initiative bonus when fighting hand-to-hand combat.

MISCELLANEOUS EQUIPMENT

AUTO-REPAIRER

An auto-repairer is a large device kept back in the gang's hideout or in one of its workshops. The machine is used by a gang's heavies to check and repair equipment, scan for hidden structural weaknesses and test batteries, power packs and internal generators.

SPECIAL RULES

If a gang has an auto-repairer it can be used in between fights to check out the gang's weapons. The gang must include a heavy to do this and you must assign a fit ganger to help him. The ganger cannot collect income from territories or search for rare trade goods if he is helping the heavy.

In the next game, any weapon that fails its Ammo roll may roll again, and automatically passes its check on a D6 roll of 4, 5 or 6 regardless of the kind of weapon it is. Weapons which automatically fail an Ammo roll will pass on a 4 or more.

Note that the auto-repairer is kept in the gang's territory and is not associated with any specific heavy. As it does not belong to a specific model its value is not included in the gang's rating. If the gang is raided in the *Raid* scenario then the auto-repairer is automatically destroyed if the encounter is lost.

BIO-BOOSTER

A bio-booster is a small chemical charge that fits into a wrist band or similar. The booster's bio-sensor is activated when the wearer is injured, administering a shot of booster chemical into the bloodstream by means of a pressure diffuser. The bio-booster is self-administering and completely automatic.

SPECIAL RULES

If a fighter is wearing a bio-booster then on his first Injury roll 1-3 counts as a flesh wound, 4-5 is down and 6 is out of action. This only applies to the fighter's first Injury roll – ie, the roll made when his last wound is gone – not to subsequent Injury rolls in the recovery phase.

The bio-booster will only work once per game. If a fighter recovers and is then injured for a second time his bio-booster will have no further effect as it has been discharged.

BIO-SCANNER

A bio-scanner detects life signs within the proximity of the user. The device is small, about the size of a pistol, and can be worn upon a belt or around the owner's neck. A fighter who carries such a device improves his chances of spotting enemy intruders.

SPECIAL RULES

Hidden Enemy. A model carrying a bio-scanner trebles the range at which it will see hidden enemy. For example, a fighter with I4 will spot hidden enemy at 12" rather than 4".

Intruders. In scenarios which involve sentries and intruders (eg *Raid and Rescue*) the bio-scanner trebles the distance at which sentries can spot intruders and adds +1 to their chance of spotting all intruders.

BLINDSNAKE POUCH

The Ratskins milk venom from the albino blindsnake, mix the toxin with certain secret fungi, and place the resultant paste into a small leather pouch which is worn around the neck. The spirit of the blindsnake is said to watch out for bad spirits and to guide its owner in the darkness. The mixture in the leather pouch is absorbed by the fighter's skin and enhances his natural psychic sensitivity, endowing him with a sort of rudimentary sixth sense.

SPECIAL RULES

A fighter who carries a blindsnake pouch can sense when an enemy is waiting to shoot at him. If a fighter is shot at and hit from overwatch, he has a chance of ducking or weaving to avoid the shot. Roll a D6. On the score of a 4+ the fighter avoids the shot and is safe. Note that this roll is made as soon as the fighter is hit – it is not a saving throw taken once a fighter is wounded and no armour save modifiers apply.

CLIP HARNESS

Fighters who must constantly climb the sheer ruins and crumbling superstructure of the Underhive often choose to make use of a clip harness to save them from falling. The harness is nothing more than a safety line that is fastened round the body, with a strong steel clip or magnetic clasp which can be attached to a nearby object. If the wearer should fall the harness will save him and enable the fighter to scramble to safety.

SPECIAL RULES

Fall. The end of the safety line must be fastened for it to work. A model can fasten a harness if it does not move in its movement phase. The harness is automatically unfastened when the model moves.

If a model falls whilst the safety line is fastened the fighter is unharmed but ends up dangling on the end of the line until he is able to scramble up. To do this, the model rolls a D6 at the start of his turn and must score equal to or less than his Initiative to scramble back up the line to safety.

An enemy model in position to do so can cut the line and send the fighter falling to the ground. This counts as an attack in hand-to-hand combat so the enemy model cannot shoot in the same turn.

CONCEALED BLADE

Although it is possible to hide any small blade about your person, the concealed blade is something a little different. This tiny blade is cunningly concealed in a specially designed boot heel, or inside a small bio-compartment under the owner's skin. The blade is not used unless the owner is captured, in which case he can use it to try and escape.

A captured fighter can try and escape if he has a concealed blade. Roll a D6.

1	The fighter is killed while trying to escape.
2	The fighter is recaptured immediately.
3	The fighter escapes but loses all his weapons and equipment to the capturing gang.
4-6	The fighter escapes together with his weapons and equipment.

A concealed blade is only good for one escape attempt.

FILTER PLUGS

Filter plugs, or 'flugs', are simple filters which Necromundans stick firmly up their nostrils to purify the air they breathe. Cheap and disposable, these are used in their millions throughout the lower regions of Hive City and the Underhive, where hive smog, pollutant clouds and toxic gases are constant hazards. Flugs sieve out the worse of the pollution including most harmful substances.

SPECIAL RULES

Gas Test. A fighter wearing flugs can re-roll a failed Toughness test against dangerous gases including Choke, Hallucinogen and Scare.

GRAV CHUTE

The grav chute is a passive gravitic repeller which reduces the downward pull of gravity to a fraction of its normal strength. It enables the wearer to float from a great height and land softly, even from a fall of several hundred feet.

SPECIAL RULES

Fall. A fighter wearing a grav chute takes no damage from falling or jumping regardless of the height he falls.

GRAPNEL

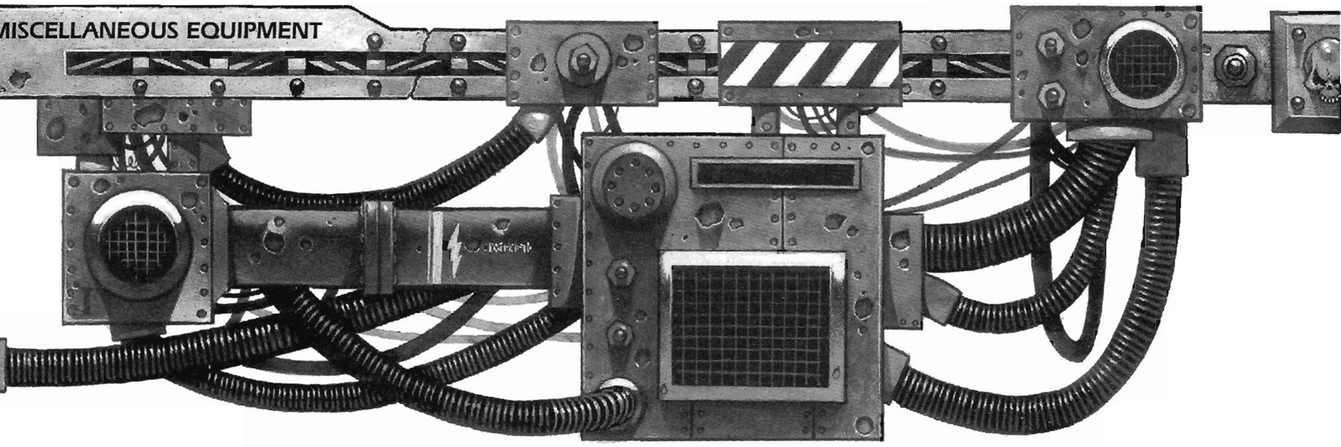
The grapnel consists of a magnetic grapnel attached to a long wire which is fired from a small launcher. A fighter can fire a grapnel in the shooting phase instead of shooting with a weapon. Choose the spot you wish to aim for, counting it as a small target, and roll to hit as for weapons fire. If you miss the target roll for scatter as for blast weapons. The magnetic grapnel sticks to the point indicated and this can be marked with a suitable counter. In its following movement phase the model may winch itself to the position of the marker, and this counts as the model's move for that turn.

The grapnel isn't really a weapon, but the chances are someone will want to use it as such, so it has a standard weapons profile. It also has an Ammo roll taken in the normal way for weapons.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo Roll
8	16	+2	+1	2	1	0	6+

Justice in the Underhive is a rough and ready affair, administered chiefly by the local Guilder Courts under the supervision of each settlement's most powerful Guilders. These rich and influential individuals keep the peace inside the towns and oversee any trading that goes on there.

The Guilders hire local fighters called Watchmen to man the gates and walk the streets during lights out. If bigger problems arise, such as outlaw gangs raiding the surrounding holes, the Guilders pay local gang leaders to deal with them. This provides a lucrative income for the most successful gangs. Strangers, trouble-makers and quarrelsome citizens are targeted by the diligent Watchmen and dealt with by means of a swift crack on the head or a night in the pit. Belligerent or persistent types are hauled up before the next Guilder Court for trial and sentence.



INFRA-GOGGLES

These take the form of a pair of goggles or visor which allows a fighter to see the thermal images of enemy fighters in the Underhive. This enables the wearer to see foes who are hiding or who are partially concealed behind cover.

SPECIAL RULES

A fighter wearing infra-goggles can spot hidden enemy at double his normal distance – ie, his Initiative x2 rather than his Initiative distance in inches. In scenarios which involve sentries and intruders (eg *Raid* and *Rescue*) goggles double the distance at which sentries will spot intruders and add +1 to their chance of spotting intruders in partial or complete cover.

ISOTROPIC FUEL ROD

This is the basic fuel rod used to provide power for almost everything in the Underhive. Rods come from uphive where they are made in Hive City, and sometimes turn up as archeotech.

SPECIAL RULES

If a gang has a fuel rod it can convert any one piece of territory into a Settlement. The gang sets up a small out-hole in the waste using the fuel rod to power its air-pumps, water still and generator. The fuel rod can be used only once.

LOBO-CHIP

The lobotomy chip is similar in appearance and general function to a standard skull chip. The effect is to anaesthetise part of the brain, reducing the wearer's sensitivity and curbing excessive and violent behaviour.

SPECIAL RULES

A lobo-chip will cure a fighter of the manic behaviour associated with lasting head injuries, so that he no longer has to test before a battle for stupidity or frenzy. However, his Initiative characteristic is reduced to 1. Each lobo-chip is individually configured to its recipient's brainwaves. Once implanted, it cannot be removed and transferred to another fighter.

MUNG VASE

The Mung vase is a much sought after and extremely rare kind of archeotech. Genuine vases are prized by collectors amongst the noble houses of Necromunda and first class examples are said to change hands for millions of credits. For every genuine vase uncovered in the wastes a thousand replicas are made in the shanty towns of the Underhive.

SPECIAL RULES

If you are offered a Mung vase then the chances are it is a worthless copy or a damaged or restored example of only token value. Canny investors will no more touch a Mung vase than a festering sore on a rabid plague rat. Unfortunately, not everyone is so circumspect. If you have dispatched a ganger to search for rare items then he must buy a Mung vase if one is offered. Otherwise you can buy the vase if you're feeling lucky (some would say gullible).

You must commit to buying the vase before establishing the cost (this represents the process of lengthy haggling involved in all such transactions). The vase costs D6 x 10 credits.

You can sell the vase in any subsequent trading session. Meanwhile it is kept hidden in a secret place known only to the gang's leader. If the leader is killed the location of the vase is lost forever. The vase's cost is not included in the gang's rating.

When you decide to sell the vase roll a D6 to see how you get on.

1. Fake. The vase is an obvious and worthless fake. Whoever you attempt to sell it to throws you and your vase out into the street. The vase is broken and you have wasted your cash.
2. It's a fake but quite a nice one and the trader gives you D6 credits for it. You accept the credits and thank the trader for his generosity. The following day you learn that he has left town in a hurry. He is never seen again.
3. You sell the vase for 30+4D6 credits.
4. You sell the vase for 30+6D6 credits.
5. You sell the vase for 5x2D6 credits.
6. You sell the vase for 10x2D6 credits.

MEDI-PACK

The medi-pack is a diagnostic medical computer that can alleviate the major symptoms of wounds by means of electro-chemical impulses.

SPECIAL RULES

A fighter who carries a medi-pack can use it upon a friend who is down and in base contact. The fighter must move base-to-base and then spend the rest of the turn attending to his comrade. He cannot shoot, fight hand-to-hand or do anything else. At the end of the turn in the recovery phase an Injury roll is made for the down model as normal except that a score of 1-4 recovers the injured fighter to flesh wound, a 5 is down, and a 6 is out of action.

Note that a fighter cannot use a medi-pack on himself, nor may another individual use the medi-pack once its owner is injured or otherwise incapacitated.

ONE IN A MILLION WEAPON

The One in a Million Weapon is a rare example of the weaponsmiths' art, made from the best materials to the finest standards and the most exacting tolerances. Such weapons are prized beyond mere cash. Men have fought and died to own a weapon such as this.

SPECIAL RULES

The weapon is normal for its type but automatically passes any Ammo roll it is required to make. If it is a weapon that would normally automatically fail its Ammo roll then it will pass on the D6 roll of a 4, 5 or 6. Roll a D6 to find out what kind of weapon you have been offered: 1-2 pistol, 3-4 basic, 5 special, 6 heavy. You can choose any weapon from the category rolled.

PHOTO-CONTACTS

Photo-contacts are multi-layered plastic lenses worn on the eyes to enhance vision in poor light conditions. They also incorporate a photochromatic layer which protects the wearer's sight against sudden bright flashes.

SPECIAL RULES

Flash. A fighter wearing photo-contacts may re-roll a failed Initiative test to avoid the effects of a Photon Flash flare.

Smoke. A fighter wearing photo-contacts can see and move through smoke without penalty. He can shoot through smoke but suffers a -1 to hit penalty when doing so.

PHOTO-VISOR

A photo-visor is a special visor that enhances vision in poor light conditions. It also incorporates a photochromatic layer that protects the wearer against sudden bright flashes.

SPECIAL RULES

Flash. A fighter wearing a photo-visor may re-roll a failed Initiative test to avoid the effects of a Photon Flash flare.

Smoke. A fighter wearing a photo-visor can see and move through smoke without penalty. He can shoot through smoke but suffers a -1 to hit penalty when doing so.

SILENCER

A silencer damps out the sound of an auto-pistol or stub gun shot. When equipped with a silencer these weapons are effectively silent, a useful factor in some of the scenarios.

SKULL CHIP

This is a small bio-chip that looks like a stud or tiny metal plate covered in circuitry. It is attached to the skull by means of a fine needle-like pin which fixes straight into the brain. The chip melds with the wearer's mind and improves his reaction time and memory functions.

SPECIAL RULES

A fighter wearing a skull chip can re-roll any Initiative characteristic-based dice test that he fails. For example, he can re-roll a failed test to avoid being pinned by enemy fire. Once implanted the chip cannot be removed and transferred to another fighter.

RATSKIN MAP

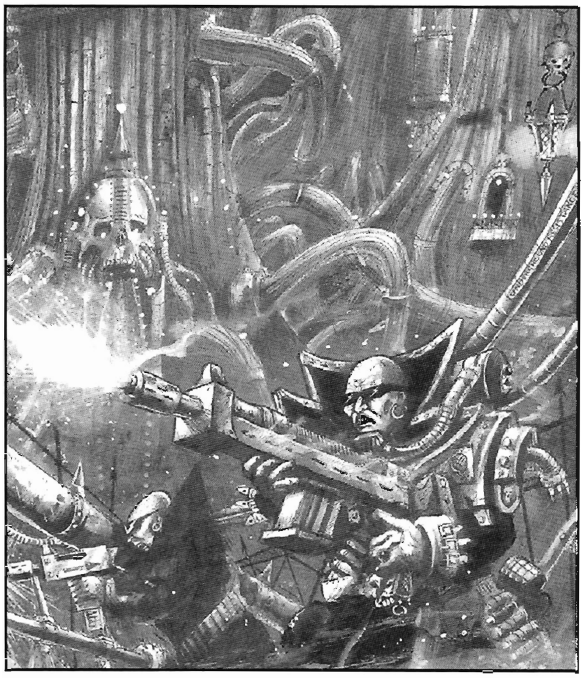
It is commonly supposed that the Underhive contains huge amounts of treasure: collapsed tunnels leading to untapped mines and caverns containing piles of gemstones waiting to be discovered, and long lost domes brimming with archeotech. It is also common knowledge that the Ratskins know of many such places as well as paths through and under the hive that no ordinary man has ever travelled. It is equally common knowledge that anyone trying to sell you an ancient Ratskin treasure map is inevitably on the make. On the other hand, the map looks real, it's certainly very old, and the trader sounds genuine. Dare you take the risk?

SPECIAL RULES

If you decide to buy the map roll to see how accurate it is before you play your next game. If the map is accurate it will enable you to manoeuvre round your enemy, and gives you an advantage when deciding which scenario to fight. If it's a good one you can use the map from then on. Roll a D6:

1. **Fake.** The map is a convincing piece of fiction but utterly useless. Your opponent can choose the next scenario automatically, there is no need to roll for it.
2. **Treasure map.** The map shows the whereabouts of an ancient archeotech hoard. Roll a further D6 to determine whether it is real or a fake. On a 1-5 it is a fake. On a 6 the map is genuine and you can add an Archeotech Hoard to your territory for free. The map has no further use.
3. **Vague and inaccurate.** The map is a vague and inaccurate copy but it does reveal some worthwhile information. When you fight a battle you may add or subtract 1 from the Scenario chart to decide which scenario is played.
4. **Worn and incomplete.** Though badly worn and incomplete the map is essentially accurate. When you fight a battle you may add or subtract up to 2 from the Scenario chart to decide which scenario is played.
5. **Ancient and faded.** Barely legible though it is the map is a genuine ancient relic. When you fight a battle you may add or subtract up to 2 from the Scenario chart to decide which scenario is played. In addition, the map reveals the location of ancient tunnels nearby. You can swap any one territory you currently have for Tunnels – you must do this immediately or never.
6. **Recent and accurate.** The map is recently made and accurate. When you fight a battle you may add or subtract 3 from the Scenario chart to decide which scenario is played.

The map is carried by the gang's leader and is lost if he is killed. Its cost is therefore included in the leader's value and gang rating in the normal way.



RESPIRATOR

Respirators are an essential item in the lower regions of Hive City and the Underhive, where hive smog, pollutant clouds and toxic dust are everyday hazards. Respirators remove the worst of the pollution including most harmful substances.

SPECIAL RULES

Gas Test. A fighter wearing a respirator can re-roll a failed Toughness test against dangerous gases including Choke, Hallucinogen and Scare.

SCREAMERS

Screamers are small proximity alarms used to protect a gang's hideout. Individual screamers are tiny but the noise they make is horrendous. A gang will scatter dozens around the perimeter of its hideout in order to warn of approaching intruders.

SPECIAL RULES

Screamers can only be used for one game after which they are expended. The cost at the Trading Post buys enough screamers to last for one game.

If a gang owns screamers they can be deployed in the *Raid* and *Rescue* scenarios where the defenders are initially unaware of the intruders. If any intruder models move in their movement phase then roll a D6 (only one roll is made regardless of how many intruders move). On a roll of a 6 one of the intruders steps on a screamer and sets off the alarm.

Screamers are not carried by any particular model and their value is not included in the gang rating.

STUMMERS

Stummers look like screamers (see above). They are spread about by intruders as they move. Where screamers make a loud noise stummers stop noise dead. Once stummers are activated all sound within a few metres is momentarily muffled and even loud noises are barely audible.

SPECIAL RULES

Stummers can only be used for one game after which they are expended. The price at the Trading Post buys enough stummers to last for one game.

If a gang has stummers they can be used in the *Raid* and *Rescue* scenarios where the defenders are initially unaware of the intruders. If the intruding gang has stummers then reduce all chances of setting off the alarm by -1. Stummers also nullify screamers completely.

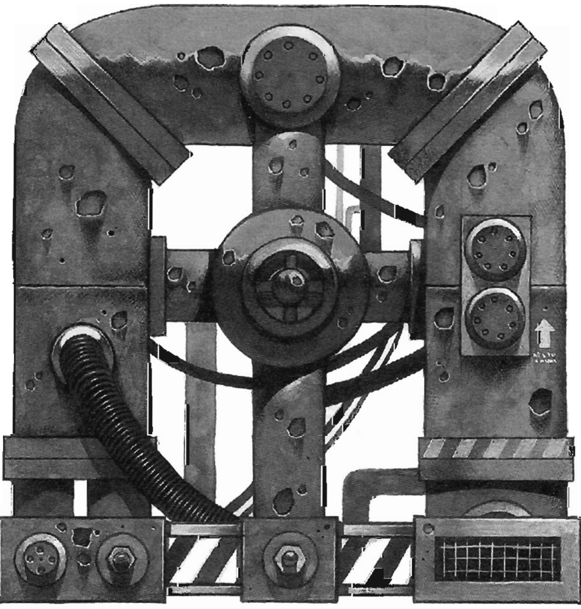
Stummers are not carried by any particular model and their value is not included in the gang rating.

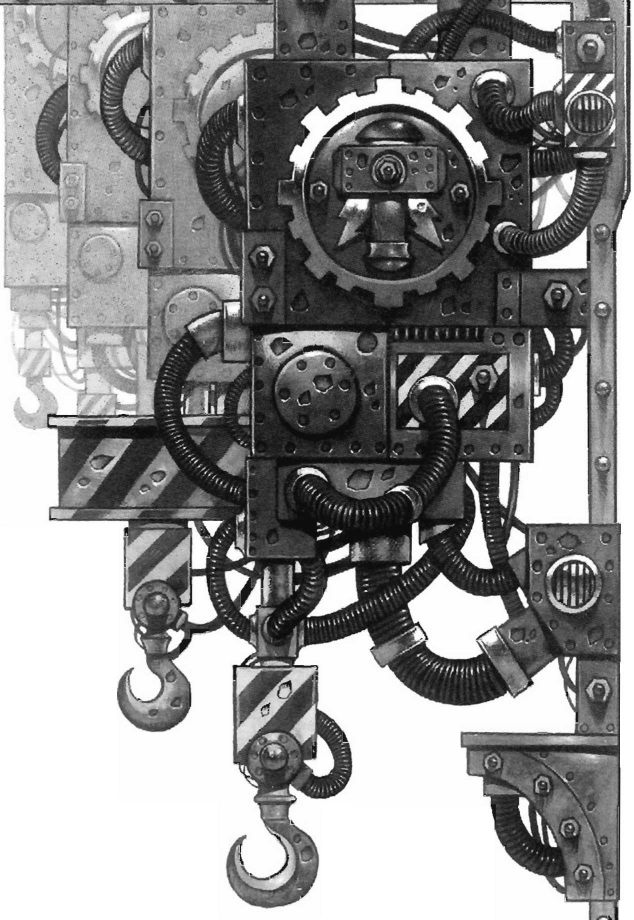
WEAPON RELOADS

When a fighter carries a weapon such as an autogun or bolter, which fires a great many individual shells in a short burst, he is assumed to carry a number of extra magazines. It is simply assumed that these are expended during a fight, and are replenished afterwards as part of the gang's cost of living expenses.

However, a fighter can, if he wants, carry additional magazines, batteries, power packs and fuel over and above the normal amount. This extra ammo is carried in the form of **reloads**. Carrying extra ammo is expensive, and can be dangerous, but it goes some way to ensure you won't run out of firepower at the critical moment.

Although a reload is helpful it doesn't guarantee a fighter will pass an Ammo roll. The Ammo roll doesn't just represent the chance of running out of ammunition or carrying a defective magazine, it also represents the possibility of a gun jamming, overheating or proving defective.





SPECIAL RULES

Ammo Roll. If a fighter carries a reload for the weapon he is using then he can add +1 to his Ammo roll. This applies every game as it is assumed the fighter replenishes his reloads as part of the gang's standard expenses. In the case of a weapon with an Ammo roll of 2+, such as a lasgun, the first Ammo roll of a game is automatically passed, but further Ammo rolls must be taken as normal.

Risk of Injury. If a fighter carries extra ammo then there is a chance it will explode or leak if he is hit. To represent this, when a fighter who is carrying a reload is hit and injured, a roll of 5 or 6 on the Injuries table will take him out of action. This only applies when the fighter is hit, not to subsequent Injury rolls made in his recovery phase.

Availability. Weapon reloads are available for all weapons that have an Ammo roll of 6+ or better. Weapons which automatically fail any Ammo roll they are required to take cannot have reloads – for example grenades, grenade launchers and missile launchers. Reloads are specific to individual weapons; when a reload is bought the player must note down which weapon the reload is for on the gang's roster.

Note that reloads which are used during a game will be replaced before the next game as part of the gang's usual expenses.

INTRODUCTION

'Campaigns' provides more information about the planet Necromunda and its Underhive gangs. It also describes how your gang can participate in a series of related games called a campaign.

NECROMUNDA BACKGROUND

Necromunda is an inhospitable world of pollutant wastes and acidic clouds, the result of centuries of industrial endeavour. Its people live in huge, sealed cities called hives – constructions so tall that their higher levels rise into the upper reaches of the atmosphere, piercing the toxic clouds that cling to the surface of the planet.

The action of the Necromunda game takes place deep in the Underhive of the largest and most important of these hives, the mighty Hive Primus. This is the home of the planet's lord and ruler, Gerontius Helmawr, whose family controls the entire world. Only the deep, anarchic, and dangerous Underhive is beyond his influence. Here rival gangs vie for a slice of power and a chance to plunder the lost riches of ancient times.

NECROMUNDA CAMPAIGN

As well as describing Hive Primus and its many structural layers, societies and peoples, Campaigns explains how you can take part in a complete and detailed Necromunda campaign.

In a campaign, your gang doesn't fight single, unrelated encounters. Instead, the result of each battle determines what you can do next. Fighters killed in one battle won't be available to take part in the next conflict, whilst wounded fighters may suffer from disabilities in future encounters. Gangs must constantly recruit more fighters, buy new weapons, and earn money to pay for it all by capturing or discovering new territories in the Underhive.

READING 'CAMPAIGNS'

Campaigns is divided into several parts, including Background information and a detailed Campaign section. You do not need to learn or even read the contents of this book before playing Necromunda. In fact, it's far better to play a few games before starting a full scale campaign using the rules in this section. Campaigns is designed to take the game to a new and far more detailed level, so it's wise to make sure that you are familiar with the basic game rules first.

The final part of this combined volume, Outlanders, expands on the campaign rules and provides additional information for the Necromunda game. It covers different kinds of Necromundan peoples including the degenerate mutant Scavvies, fearsome Ratskin Renegades and fanatical Redemptionists. Special gang fighters are also detailed, including psychic mutants with awesome powers of destruction.

THE HIVES OF NECROMUNDA

The hives of Necromunda rise from the ash wastes like sheer mountain peaks. Spire upon spire, tower upon tower, the hives climb so far above the poisoned clouds they pierce the planet's atmosphere. To its millions of inhabitants each hive is a diverse and complete world as isolated from the surrounding ash wastes and adjoining hives as from deep space and the distant stars.

No-one knows how old the hives of Necromunda are. Their very size is testament to many thousands of years of growth, sprawling layer upon layer, climbing ever higher above the planet's polluted surface. The deepest and oldest layers now lie far underground, buried by the corrosive ash that piles around the hive's base. These parts of the hive were abandoned long ago, and now they are dark and dangerous places inhabited only by mutant things spawned by chemical pollutants, disease and madness.

Where the hive breaks the surface its broad base spans ten miles or more from edge to edge. From ground level the man-made mountain rises ever more steeply upwards. Weathered walls of adamantium climb through the phosphorescent layer of undercloud, a pall of acidic dust which clings to the surface of Necromunda like a shroud. The hive reaches skywards through ghostly shadow, until it eventually penetrates the cloud base and emerges into the hard light of the sun. At cloud-top level the hive walls stand almost five miles above the ash waste.

Above the dust layer the hive narrows into a single tall spike, a tower studded with a million lights. It stretches almost vertically above the sickly glowing cloud and reaches towards the stars. The spire is covered with armourplas blisters of many shapes and sizes. Domes on its surface shield carefully nurtured vegetation from the thin and arid air. Slim towers break from the outer shell, palaces of massive and elegant proportions yet barely significant in comparison to the hive. Cantilevered balconies hundreds of metres long jut out into open space forming the base for new construction sites. Broad circular landing platforms hang from the spire walls, and higher still gaping dark holes lead to spaceports inside the hive.

Such are the hives of Necromunda, from their dark roots to their glittering tips. Each hive is a complete, self-contained world as varied and complex as any planet in the vast Imperium. A man born in the middle-layer of a hive can live and die without seeing Necromunda's sky or setting foot upon the surface. He can labour in the guild factories or perhaps ply the trade of his family. In this way the vast majority devote their lives and their endeavours to creating the massive wealth of the world.

Not all men are content to serve in the timeless fashion: a small minority dream of better things. Some crave wealth, power, or simply to escape from bludgeoning poverty. Others seek to escape the restrictions of the guilds or the crippling social order of House and Hive. Whatever their reasons, there is no shortage of young adventurers willing to chance all for a taste of wealth, prestige and power.

HIVE PRIMUS

The most important hive on Necromunda is called Hive Primus or Hive One. Hive Primus is the largest and oldest hive. Within its walls there are thousands of structural cells or domes, often many miles across and hundreds of metres high. Such a space can be built up with constructions as varied as sumptuous palaces and sprawling industrial complexes. The hive is honeycombed with domes both small and large, each built upon the other, linked by tunnels and shafts carrying traffic, power and other vital services through the hive.

The hive is divided into vertically ordered zones. From its top to its subterranean depths these are: the Spire, Hive City, the Underhive and the Hive Bottom.

The Spire

The Spire extends upwards from cloud-top level, rising above the mass of the hive and piercing the planet's atmosphere. This is the domain of seven great clans called the Noble Houses. The Noble Houses are huge consortiums of galactic merchants and financiers whose leaders control the immense wealth of the planet. The most powerful of the Noble Houses is House Helmawr, also known as the Imperial or Ruling House. The leader of this House is Lord Gerontius Helmawr, Adeptus of the Imperium of Man, and Guardian of Necromunda in the Holy Name of the Undying Emperor. He rules not just Hive Primus but all of Necromunda.

The Spire contains broad airy spaces and splendours unimaginable to those who dwell in the darkness below. Its people enjoy the fruits of a civilisation that spans the galaxy. From spaceports sunk deep into the spire walls ships carry the products of Necromunda all over the Imperium. In return, the riches of the galaxy flow into the hive – exotic foods, sensuous slaves, exquisite artwork and rare materials from distant stars.

Hive City

Below the lowest level of the Spire is a layer of solid adamantium called the Wall which divides the towering upper hive from Hive City. Heavy gateways through the Wall enable carefully controlled passage between the two parts of the hive. Beneath the Wall lies the vast bulk of the working hive, the five-mile-deep Hive City that extends from cloud-top level to the ground. Hive City is divided between six manufacturing empires known as Houses. Each House exists in its own part of the hive and governs its own affairs quite separately from the other Houses. The hivers, as the population is called, live in dark, cramped and polluted conditions, never seeing the sun from the day they are born to the day they die. The air they breathe is recycled from above and grows ever more bitter and poisonous as it filters downwards. Even the water is distilled from the discharge of the upper hive and their food is factory produced chemical nutrient, algae-based or spun from corpse starch. Conditions are crowded and insanitary, and, as the hive deepens, the darker and the less habitable the environment becomes.

Not all Underhivers are native born children of the warm dark domain beneath Hive City. Many come from the Hive City itself, green hivers looking for a new beginning, a clean start away from the oppressive demands of family patriarchs. The teeming Underhive takes them to its bosom, the dispossessed, the hopeful and the desperate, all are equally welcome in the great warm darkness.

It seems unimaginable that those who are rich and powerful might want to share that equality - the dream of hope that wipes the past clean and rises free from entanglement and responsibility. Yet there are such people, hivers from the spire who 'go to the Wall', as they say, who turn their backs upon their kin and choose to live in anonymity in the Underhive.

Helmawrs, Catallii, Tys, Ulantis, Greim, Ran Los, and Ko'Irons, citizens of the great noble houses of Hive Primus, all have reasons to stalk the Underhive. Men with strange accents and unfamiliar names, or no names at all. Men without a past. With an agenda of their own. Hiding. Searching. Questioning. Tasting the sweet fruits of danger denied to those who live in quiet splendour above the Wall. Who can really say what drives a man who quietly sips his Wild Snake in a dark corner, away from the traffic and the cares of the world?

Underhive

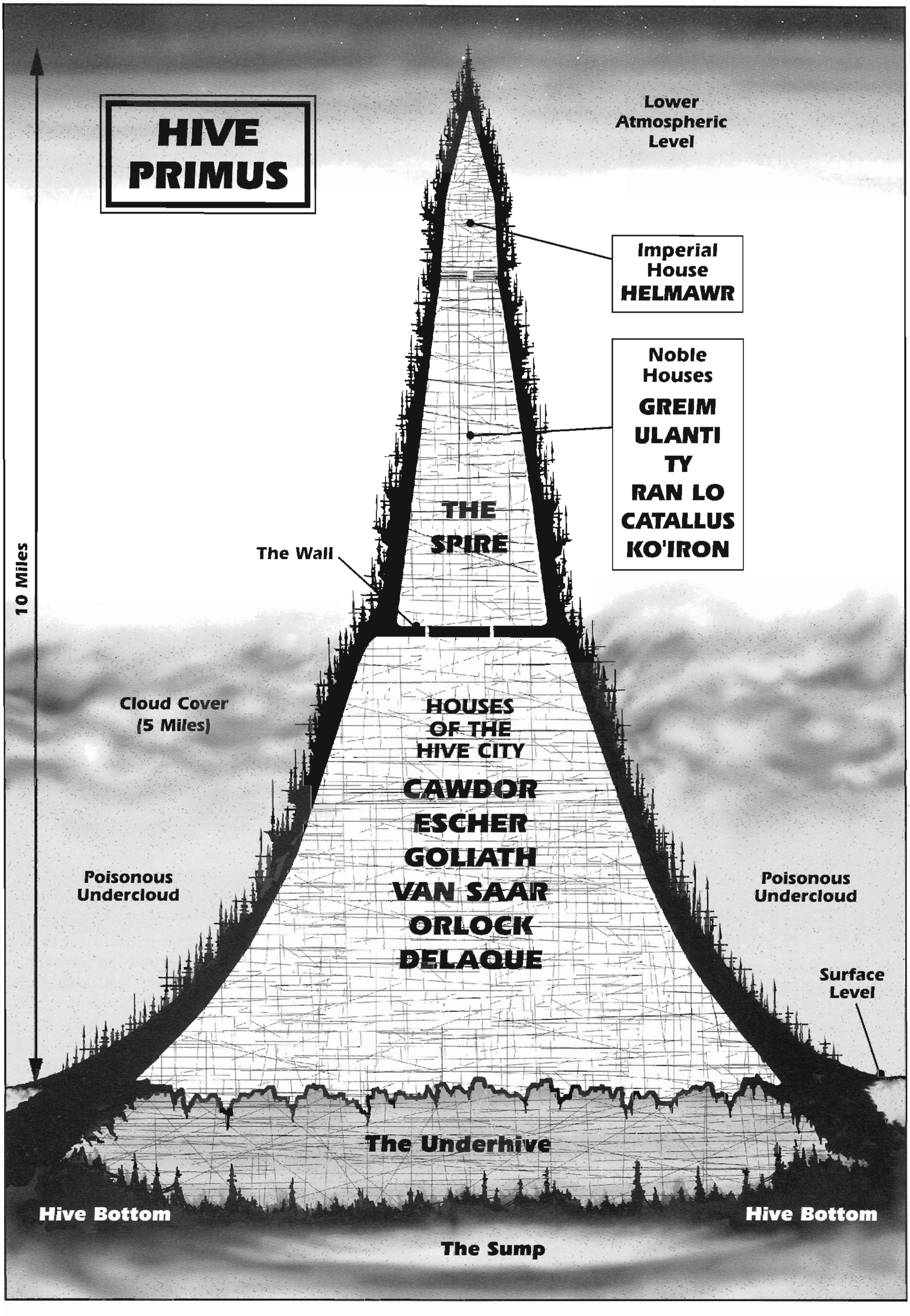
In the depths of the Hive City it is common for power or water to fail or access tunnels to collapse, creating unproductive toxic wastezones. The lower the region the worse is its air, power and access, and the more unstable its structure. As the hive deepens normal habitation becomes impossible, and this region is known as the Underhive. There is no formal barrier between Hive City and the Underhive because the border is constantly changing. Even as areas of Hive City are abandoned parts of the Underhive are resettled and rebuilt. As a consequence, the Underhive is an ever-changing frontier where people are constantly seeking new opportunities or fleeing from sudden catastrophe.

The Underhive is a frontier in more ways than one. Not only is it a barrier between Hive City and the unimaginable horrors of the Hive Bottom, it is also a region outside the formal law and order of the hive. The people of Hive City live carefully regulated lives. They are protected by the strict social codes of House and Hive, dominated by family patriarchs, and obliged to work in the guild factories. The sprawling Underhive is lawless and anarchic, and its stockaded settlements form the only havens of relative order. Even in these refuges, murder and violence are everyday facts of life. Gun law is the common law of the Underhive, and self-protection is the best and only reliable defence.

The Hive Bottom

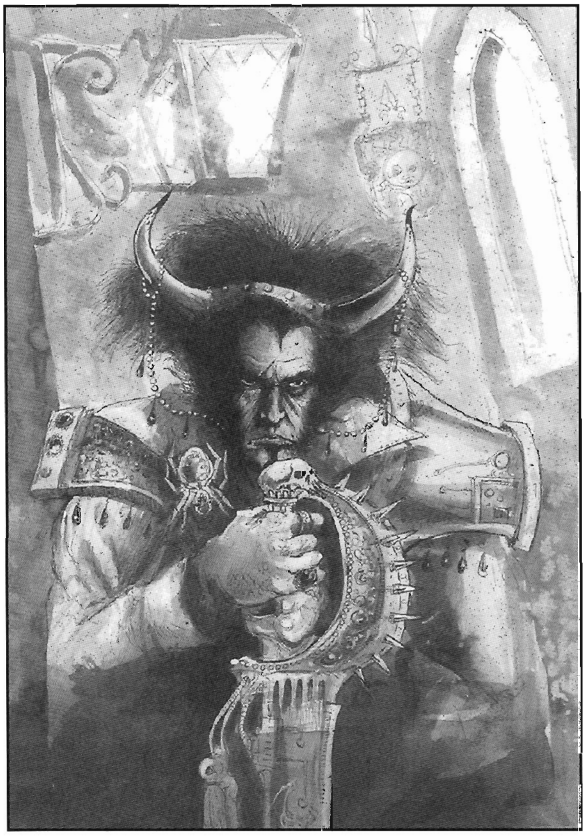
At the base of the hive, buildings become so structurally dangerous that the region takes on a different and even more inhospitable character. This is the final and deepest zone called the Hive Bottom. The Hive Bottom is so decayed and crumbling that the original domes and foundation piles have long since collapsed, forming a layer of almost solid rubble. Within the rubble are enclosed pockets linked by holes and tunnels worn by liquids leaking from above. These pollutants and effluents, the discharge fluid of the entire hive, form a vast lake of radioactive putridity called the Sump.

Nothing can live in the Hive Bottom other than the most monstrous mutants. Its denizens are the spawn of darkness and pollution. Some of these foul creatures find their way into the Underhive, or even into the lower parts of Hive City, but their natural domain is the darkness of the Hive Bottom.


HIVE PRIMUS
10 Miles
Lower Atmospheric Level
Imperial House HELMAWR
Noble Houses
GREIM
ULANTI
TY
RAN LO
CATALLUS
KO'IRON
THE SPIRE
The Wall
Cloud Cover (5 Miles)
HOUSES OF THE HIVE CITY
CAWDOR
ESCHER
GOLIATH
VAN SAAR
ORLOCK
DELAQUE
Poisonous Undercloud
Poisonous Undercloud
Surface Level
The Underhive
Hive Bottom
Hive Bottom
The Sump

THE HOUSES OF HIVE PRIMUS

Hive Primus alone is as populous as many large worlds in the Imperium. The majority of the hive's inhabitants belong to one of the thirteen Houses and live in the part of the hive that forms its territory. Hive Primus is divided between the Houses much as the lands of ordinary planets are divided into nations. Every House has its own cultural traditions, distinctive linguistic traits, codes of dress and behaviour, as well as unique concerns and aptitudes.



THE NOBLE HOUSES

The seven most important Houses are the Noble Houses whose domains extend throughout the Spire, the part of the hive that stretches above the cloud-top layer. The Noble Houses are the controllers of the hive's commerce. They trade far and wide throughout the Imperium as well as to the other hives on Necromunda. The Noble Houses compete against each other for wealth and political power, always seeking to further their own interests at the expense of their rivals. Intrigue and fear of assassination dominate the lives of their ruling families.

The most powerful Noble House is the Imperial or Ruling House of Helmawr. Its domain is the very top part of the Spire, the most desirable territory in the whole hive. Lord Helmawr, the leader of the House, controls the entire planet. He represents the mighty Adeptus Terra of Earth, the governing body of the Imperium of Man.

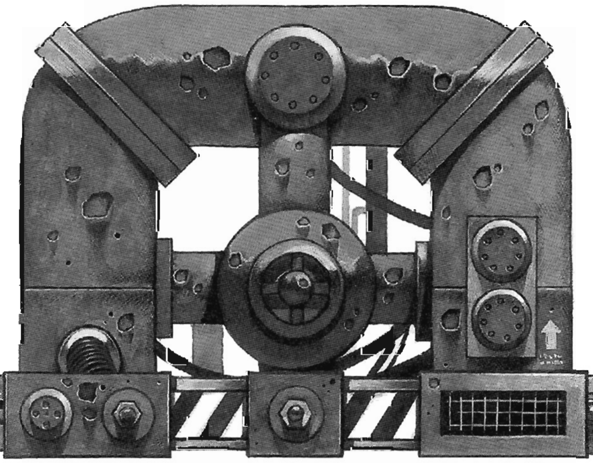
To the greater universe Lord Helmawr is Necromunda and the planet is his to rule as he pleases. The patriarchs and merchant families of the Noble Houses vie for his attention, and are eager to perform whatever favours are necessary to secure landing and shipping rights, trade licences and tax concessions. Even whilst they curry Lord Helmawr's favour the Noble Houses scheme behind his back, hoping that one day House Helmawr will be brought low and a new Imperial House will inherit its domain.

The seven Noble Houses of Necromunda are House Helmawr, House Catallus, House Ty, House Ulanti, House Greim, House Ran Lo and House Ko'Iron. These Houses play no direct part in the fighting and exploration of the Underhive which is the chief concern of Campaigns, but their existence is important.

THE HOUSES

Below the adamantium barrier known as the Wall are the domains of the six Houses of Necromunda. These ordinary Houses lack the privileges and status of the Noble Houses. Their people are confined to the cramped Hive City where conditions are squalid and dirty. The hivers, as they are called, are used to the dim light and rank air. Knowing no better, most live contented lives of toil in the guild factories, workshops, and other industries which form the chief business of the hive.

The Houses are manufacturers of goods of all kinds, from foodstuffs to armaments. These products are traded with the Noble Houses and in this way the wares of Necromunda reach the wide universe. A complex but efficient trading relationship has grown up based around the competition between the Houses to produce goods, and between the Noble Houses to buy them.



In the time of Marius Helmawr, more than three hundred and fifty years before the birth of Gerontius, a stranger appeared in the Underhive settlement of Glory Hole. His pale, hairless skin and thin, whispering voice marked him at once as from House Delaque.

The stranger, who gave his name as Avris, spent freely in the drinking dens and trading post, always pressing his companions for tales of the local gangs. At first people were suspicious of the wealthy stranger, but soon they became used to seeing him about, and he was accepted as just another loner passing through.

One day, some weeks after Avris' arrival, Glory Hole was visited by the Karg gang.

The news passed from hole to hole: 'Karg's in town! His men are down by Rylan's trade post and Karg is heading for Hagen's place.'

Dogbit Karg was the toughest gang leader out of Glory Hole. His gang was known and feared from Two Tunnels to Dust Falls. Now he had returned after spending almost a year downhive. The word was that two of the gang were dead: the tall youngster called Gund and old Ironhead, Karg's right hand man.

In Hagen's Hole, as Hagen called his bar and hang-out, Avris and Karg talked. Hagen, a good friend to the old gang leader, poured more drinks and left the bottle on the table. The hole had cleared when Karg walked in, a nod and a quick word had seen to that, scattering nearly a hundred souls into the street. A few displaced men, too curious for their own good, hung round outside or found unexpected business in the workshop across the road.

For an hour or more the two men talked and drank. At last, Karg stood up calling for Hagen and another bottle of Wild Snake. Taking the bottle with him Karg left the drinking hole heading towards Rylan's trade post. Hagen, who had opened his doors for Karg, now found himself surrounded by a small crowd. When he turned back the man called Avris was gone leaving his glass untouched on the table.

The next morning the Karg gang left Glory Hole heading out towards the White Waste. Avris was nowhere to be found, though no-one saw him leave and none of the gate guard recalled letting him past.

Weeks passed without news of Karg. Other gangs came and went. Outlaws raided Ollough's water still and killed Lough, his youngest son. Hagen blamed Ratskin renegades and promised a bottle of Second Best for every scalp brought in. Soon he had a dozen scalps nailed over his bar counter. On the whole things were quiet.

It was a small-time Guilder called Mylo who brought the news of Lord Marius Helmawr's death. Apparently, two of old Helmawr's sons had been killed too, though no-one was sure when or how this had happened. Marius' young brother Tiberius was the new Lord Helmawr. Some were saying Helmawr's third son Caetrus had fled downhive with his family, and Tiberius was sending Bounty Hunters after him.

But that wasn't the news that shook Glory Hole. Helmawr hadn't died in his bed as might be expected. Nor had he fallen to sickness, poison or spellcraft, though these are all common enough causes of death in the Imperial family. Somehow, an assassin had got past the traps and guardian power fields, through the adamantine doors with their psychic locks, and into the inner sanctum. Helmawr had fought like a daemon. Only after a fierce fight did he fall to the ground, his powerful hands clasped around the throat of his killer in a mutual embrace of death.

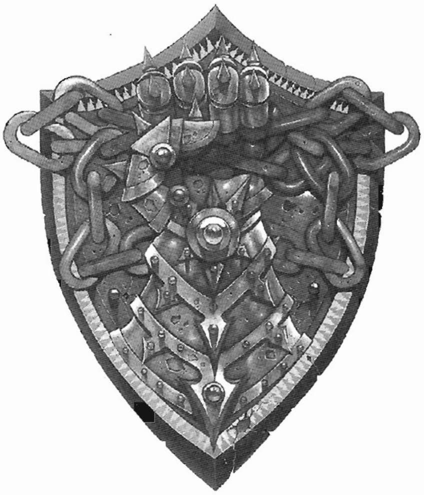
That, so they say, is how they found Marius Helmawr and Dogbit Karg.

The people of the six Houses do not normally mix, and the borders between their domains are carefully guarded against intruders. Each House is proud of its unique traditions and disdainful of its rivals' way of life. Where the territories of two Houses border each other it is common to find an interposing dead zone or area of fortifications.

Prolonged warfare between Houses is rare, but not unknown. Violence can be triggered by anything from accidental trespass to deliberate invasion. The most common cause of animosity is contract fighting. This happens when a House tries to destroy vital factories in a neighbour's domain in order to make it impossible for them to fulfil a contract. Should this happen the neighbour will incur heavy penalties and may lose a lucrative contract to a rival House.

Open hostility is rare. For one thing, war between two Houses would simply further the interests of the other four and do neither antagonist any good. Also, the Noble Houses strongly disapprove of destructive conflict because it damages trade and hinders the movement of goods. Noble Houses may threaten to take their business elsewhere rather than tolerate a hive war. Consequently Hive City is mostly peaceful and industrious, and the majority of its people are happy to toil for their House and reap the meagre rewards on offer.

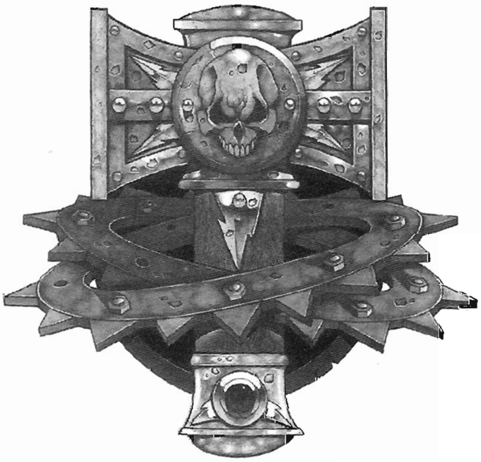
The six Houses are House Cawdor, House Escher, House Goliath, House Van Saar, House Orlock and House Delaque. As the role and attitudes of these Houses is fundamental to the downhive fighting which is the subject of this book, we'll describe them in a little more detail.



ORLOCK

House Orlock is known as the House of Iron because its foundations lie upon deep ferrous slag pits. The hivers mine these pits for the debris of ancient times and extract enough pure metal from the refuse to serve their industries. Over the centuries extensive mining of the slag has caused some lower domes to collapse. In the past this led to hivequakes and the destruction of several overlying domes.

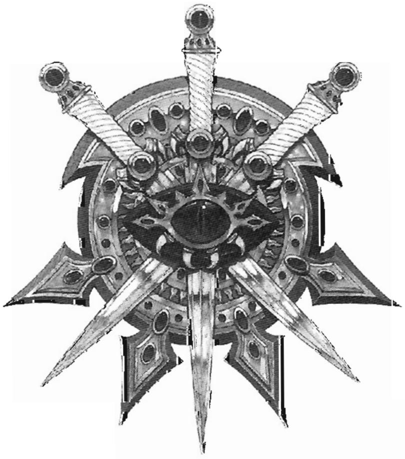
For many centuries the House has fulfilled the Ulanti Contract, a lucrative deal by which one House supplies the core requirements of the Ulanti Noble House. Previously the contract was supplied by House Delaque, but the Orlocks usurped the position by bribing Underhive gang raiders to destroy fuel lines into a Delaque guild factory. Since then the two Houses have taken every opportunity to discredit each other. Five years ago Lord Hagen Orlock was assassinated by the Delaques, and relations between the Houses have never been so tense.



GOLIATH

The domain of House Goliath is situated unfavourably within Hive City and occupies some of the deepest and harshest areas. Their extensive heavy industries contribute further to the pollution and heat, so that their territory is often filled with toxic smog and dark fumes. By way of compensation the Goliaths are tough and persistent by inclination. They consider the hivers of other Houses to be soft and slack. In truth all hivers are naturally robust, being inured to the toxins and deprivations which they accept unquestioningly as part of normal life. The Goliaths, however, take a stubborn pride in their ability to endure hardship.

The other Houses see the Goliaths as barbaric, unsophisticated and unpredictable. Goliath institutions such as the fighting pits and the Feast of the Fallen do nothing to dispel the impression of a violent people inimical to their neighbours. Size and strength are seen as the measure of a man. Their style of dress emphasises a preoccupation with physique, featuring weighty chains and massive spiked metal bracers.



ESCHER

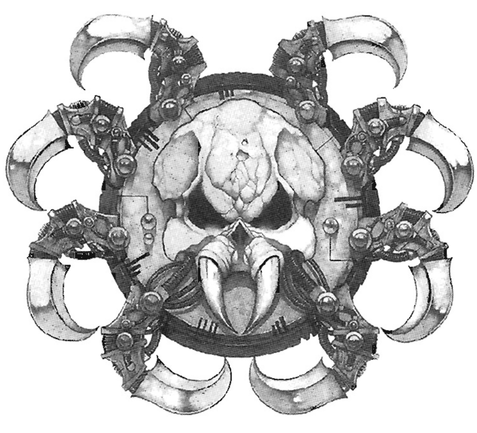
House Escher is perhaps the most strikingly different of all the Houses of Necromunda. Like all the Houses it is controlled by a ruling family, and its political life and institutions are dominated by close relatives or families in service. However, unlike the other Houses which have reasonably balanced populations, that of the Escher is made up almost entirely of women. The few males are shrivelled and imbecilic, perhaps as the result of a genetic flaw within the House bloodline. Whatever the reason, they play no part in the normal affairs of the Escher.

Escher society has long since developed to cope with its uniquely imbalanced population so that it is no longer perceived as a disadvantage. The Escher have a reputation for arrogance and are said to look down upon and pity all males. They are particularly dismissive of the Goliaths as simple and brutish. The two Houses are old enemies and skirmishes along their borders are common.

VAN SAAR

House Van Saar is renowned for the quality of its technical products. Its technology is no more advanced than that of anyone else, progress being almost non-existent throughout the Imperium, but the House's manufacturing processes are precise and its finished materials are of the highest quality. The Noble Houses pay a premium for Van Saar goods, and as a result the House is probably the most wealthy in Hive City.

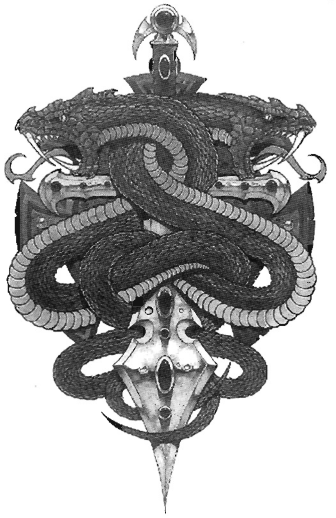
The Van Saar are reputed to be a serious minded and humourless people, with a deeply ingrained sense of order. Like all the Houses of Hive City they have a style of dress which marks them out. In the case of the Van Saar this takes the form of a tight-fitting body suit designed to protect and sustain the wearer in the hive environment. Semi-permeable membranes in the suit reduce the loss of body moisture whilst various spots on the material change colour to warn the wearer of airborne toxins and reduced oxygen levels.



DELAQUE

House Delaque benefits from a special understanding with the Imperial House of Helmawr, providing not just materials but also information to the rulers of Necromunda. Delaque spies are said to operate throughout the hive, observing the activities of the other Houses. It is rumoured that some of the ruling family members of the Houses, and even some Noble Houses, are in the pay of the Delaque.

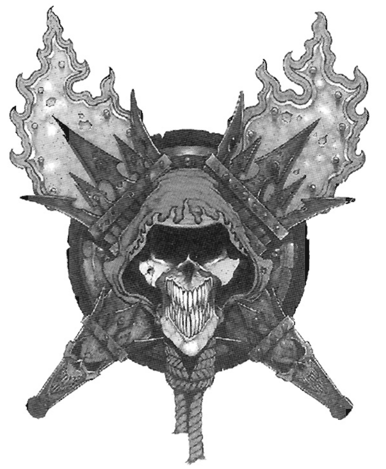
Other Houses are justifiably suspicious of House Delaque. Their appearance does little to contradict an age-old reputation for double-dealing and espionage. Delaque traditionally wear long coats with internal pockets in which they can easily conceal weapons and other large items. Most are very pale and bald headed. Their whispering voices are thin and eerie. Many wear dark visors or implanted filter screens to protect their sensitive eyes – an intolerance of light being a common Delaque weakness. Although the entire hive is dim by normal standards, the territory of House Delaque is particularly dark and shadowy as befits a people whose motives and methods are shrouded in mystery.



CAWDOR

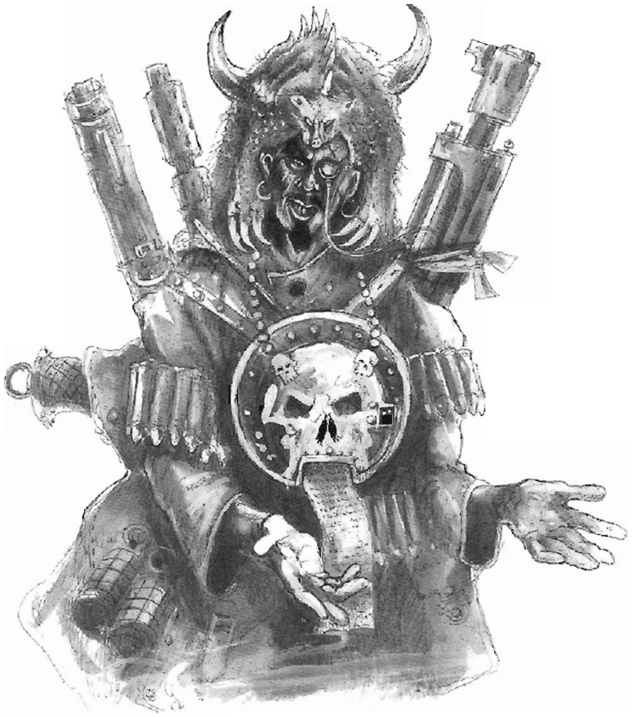
House Cawdor is the stronghold of the Cult of the Redemption whose prophets foretell of universal destruction. Although the cult has its adherents throughout the hive, in House Cawdor it has attained the status of an official religion. For this reason the House is also known as the House of Redemption.

The Cawdor attitude to the other Houses is strongly coloured by their beliefs. Amongst other things this forbids them to show their faces in public, so Cawdor can be recognised by their elaborate masks. The designs of their masks are often quite bizarre or disturbing. The Redemption demands a strict code of conduct, and those who break the rules are driven away and become outcasts. Hivers who do not follow the Redemption are worthless infidels. Needless to say, the relationship between House Cawdor and the other Houses is strained. It is often supposed that the Cawdor actively support Redemptionist outlaws in the other Houses.



THE MERCHANT GUILD

Hive Primus alone is richer and more productive than most planets in the Imperium. The hive is a manufacturing powerhouse, and Lord Helmawr controls the financial resources of the whole of Necromunda. Goods move constantly through the hive. Imports and some raw material go downwards, other raw materials come upwards from the Underhive, and manufactured goods travel up into the Spire and off planet. The Merchant Guild controls all traffic between the Houses, and consequently is as populous, wealthy, and as important as any of the Noble Houses themselves.



The families which comprise the Merchant Guild are called Guilders. Guilders are a closely bound people, intensely loyal to their own kind and insular in tradition. They are secretive about many aspects of their dealings and way of life. To other hivers their style of dress and habits are strange and incomprehensible. Amongst themselves they speak a secret language quite unlike the common tongue of the hive.

The Guilders have no territory in the hive. They live wherever their business takes them, sometimes basing themselves in the domain of a single House, but more often wandering from one place to another. The strict laws of Hive and House protect itinerant Guilders, their safety is guaranteed by the House itself. The same laws that protect Guilders also forbid them from owning property in the Hive City or the Spire, so warehouses, trading posts, and accommodation are all provided by the House.

Not all Guilders are equally wealthy or important. The more prosperous families live in the Spire and control trading empires which shift vast cargoes between Hive City and the Noble Houses. At the other end of the spectrum are the lone speculators who trade in the Underhive, ever hopeful of discovering some new lode of iron slag or a hoard of archeotech. These adventurous individuals are often encountered deep in the hive, either on their own or accompanied by hired guides and protectors. In the Badzones, Guilders often hire gang fighters to protect them from outlaws and mutants.

Guilders provide Underhivers with the only secure way of storing large quantities of money. This they do by keeping money secure as Guild credit, a form of deposit account that all Guilders will honour. If a Guilder should die, his debts, accounts and other business arrangements pass to his successor.

Guilders also supply Underhivers with their physical currency in the form of Guild bonds and Guild tokens. Bonds are large denominations, oblong chips of ceramite bearing an indelible imprint of value. Smaller token chips are carried as loose change and are used within the settlements as everyday currency. These Guild tokens are often simply referred to as *credits*.

Guilders wear a distinctive merchant badge of credit suspended upon a heavy chain. The more wealthy a Guilder, the bigger and more ornamental his badge. This serves as a sign of office and identifies the Guilder when he passes through House checkpoints. The merchant badge is also a device, a tool of his trade, imprinted with access codes to his central autoledgers and credit rating. The badge guarantees the Guilder's trading arrangements on behalf of the Merchant Guild, and is used as a seal, both electronically and physically.

Some time ago, the most famous pit fighter in all of the Underhive was Bull Gorg. Bull Gorg was the strongest and most massive fighter of all. His girth and weight were so great that a hoist was used to lift him in and out of the fighting pits. In all his fights he was never defeated, not even when pitted against savage mutants or teams of hardened criminals.

Bull Gorg's master was a hunchback Guilder called Anano. This man had a whole string of pit fighters and made his living by staging spectacular contests between his fighters and any who dared to challenge him. Anano grew very rich on the profits reaped from the pit.

Despite the enormous wealth earned by Bull Gorg and the other pit fighters, Anano remained a twisted, mean-spirited and miserly master. He spent as little as possible on his stable, and kept his slaves in the most sorry conditions. Bull Gorg was the only slave he made any effort to look after, keeping the giant contented with promises of freedom which he never meant to honour.

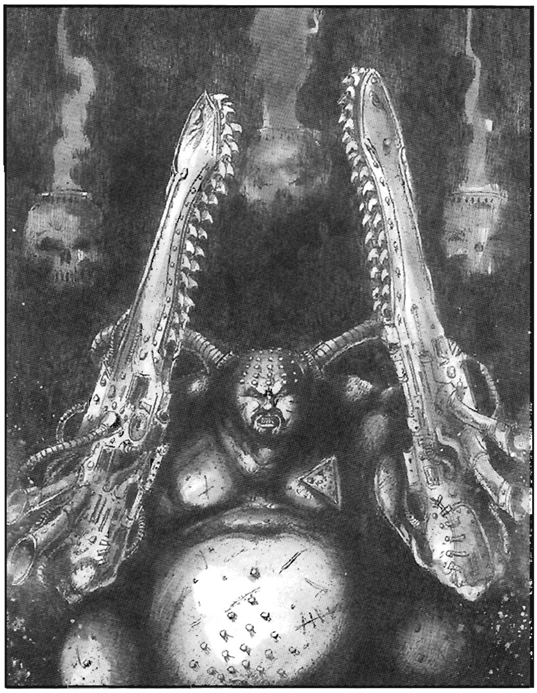
One day, another slave of Anano, a she-fighter called Hort, was badly hurt in a contest against a captive mutant, a scaled lizardman from the downhive. Although Hort beat the monster and won Anano his purse, the Guilder refused to send for a surgeon to attend to her wounds. The she-fighter sickened, and after three days died, though all swore her injuries were not fatal. Some suspected that Anano had deliberately let his slave die, if not out of meanness then out of some petty spite, for it was common knowledge that Hort had mocked him for his crooked back and twisted face.

This incident is said to have triggered Bull Gorg's Revolt, the greatest slave uprising the Underhive has ever known. With the help of an enslaved techno called Whuss, the rebels freed hundreds of their brethren. The slaves marched upon the trading post of Dust Falls, looting and burning the out-holes on their approach. They set fire to the settlement and drove its people into the wastes where many were attacked and killed by mutants and outlaws.

From the ruins of Dust Falls the slave army headed towards Dead End Pass where Bull Gorg led a determined attack upon the settlement's huge walls. Bull Gorg reasoned that with control of Dead End Pass he would possess a fortress that could resist the strongest forces the Guilders could muster. The people of Dead End Pass put up a stiff fight, but the slaves were too tough and relentless for them. Bull Gorg led his pit fighters into the settlement and captured the trading post.

The slaves ran Dead End Pass for many months. Its people became accustomed to their new rulers, and even the Guilders were forced to come and do business there. Now he had control of the fortified settlement Bull Gorg levied tolls on all traffic between Dead End and the rest of the hive. Inside Dead End Pass slavery was abolished. Slave trains passing through were freed. The Guilders were obliged to hire free men to carry their wares into and out of Dead End.

Things might have continued this way indefinitely. Bull Gorg ran the settlement humanely and wisely. He used the tolls to improve the lot of the settlement's poorer citizens, digging new and better holes, building new water stills, and strengthening the town's defences. But the Guilders would never tolerate the situation for long. They hated the pit fighter for defying them and for the devastation of their property at Dust Falls.



It was treachery that opened the gates of Dead End Pass while the settlement slept. It was no ordinary army that the Guilders launched upon their foe, but a horde of criminals and outlaw gangs recruited from all over the Underhive: mercenaries and cut-throats paid with Guilder money and armed with Guilder guns. The army ran amok in the streets, looting and killing indiscriminately, burning and destroying as it pleased them. The streets of Dead End Pass ran red with blood. Bull Gorg's men made a last stand around the trading post, but it was too late for anything but a token resistance.

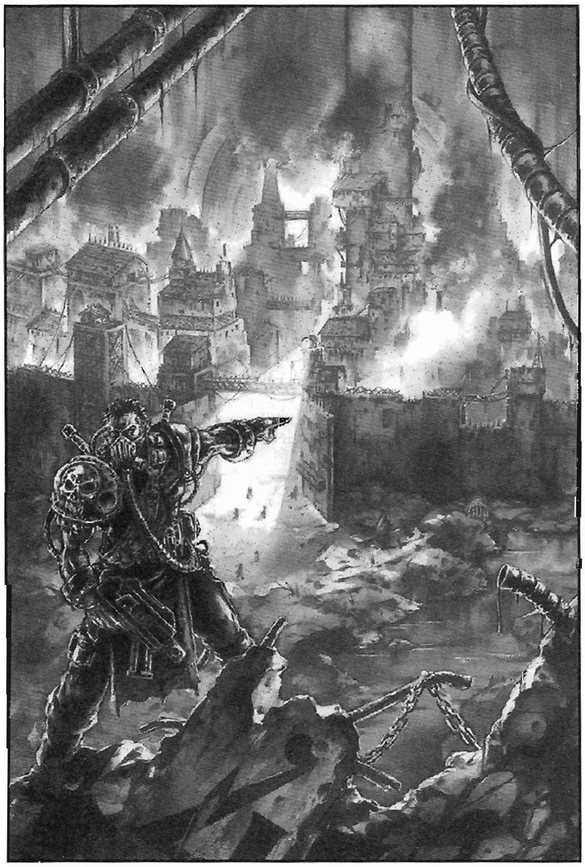
When the killing was over and the survivors struggled back to their homes, many wept to find their families murdered or maimed. Few people of Dead End Pass were left to thank their liberators, nor were there many to compare the brutality of the Guilder army with the benign reign of Bull Gorg. Those former slaves who still lived were executed without exception. The slave army was destroyed and a great display of severed heads was made upon the battlements of Dead End Pass. Rows of stakes were erected on all the waste roads, bearing gruesome trophies so that all who approached could consider the rebels' fate.

Bull Gorg was taken prisoner. He was hauled out of the settlement he had once ruled, past the rows of severed heads, on a journey that would take him to all the major settlements of the Underhive. For a month he was paraded round, chained and muzzled, goaded with power mauls, and fed upon the slops of the Guilders' dogs. Finally he was taken into the trading post of Dust Falls and executed like a common criminal. His head was stuck upon the gate as a dire warning to all who dared challenge the power of the Merchant Guild.

But still the Guilders could not lay Bull Gorg's ghost to rest, nor erase forever the memory of his life, nor dispel the dream of freedom that he had awakened. To those who toil in the yokes of the slave trains, to Guild slaves and house slaves, and most of all to the pit-fighters, Bull Gorg is still the hero who humbled the Merchant Guild and proved it could be beaten.

THE UNDERHIVE

The Underhive lies beneath Hive City and beyond the laws of House and Hive. Its depth varies from a few hundred metres to almost a mile and its extent is neither constant nor strictly delineated. The crumbling margins of Hive City simply melt into the upper zones of the Underhive. It is a no-man's land: the Badzones... Downhive. Here a man can make a new beginning or come to a sudden end. Everyone knows there are fortunes to be won in the depths for those willing to take the chance.



The Underhive is where gang fighters pit themselves against each other. This is the place of battle, and as such it is the part of the hive that we are most interested in.

STRUCTURE

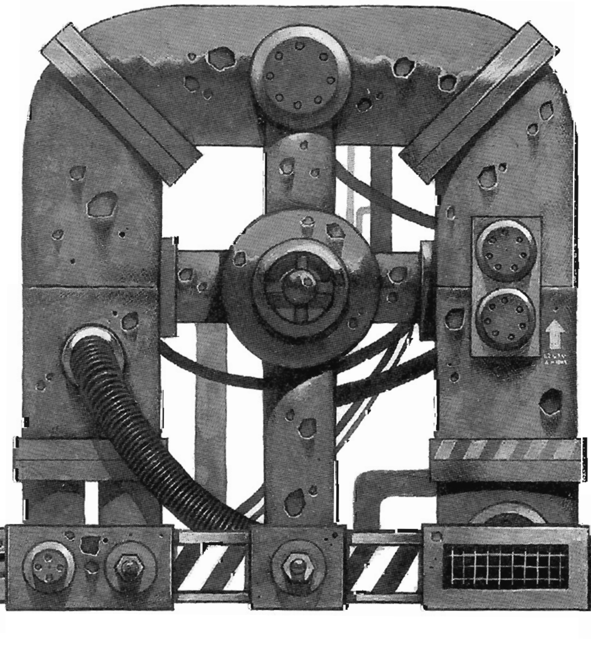
The physical structure of the Underhive is the same as the rest of the hive. The hive probably began as a single hab-dome of plascrete or some other highly durable material. Over the years, more domes were added together with broad tunnels and shafts to connect them. Eventually, new domes were built on top of the old, and further domes were raised on top of these, producing a honeycomb of large enclosed spaces. The thick walls and foundations of these man-made caverns give the hive its structural integrity.

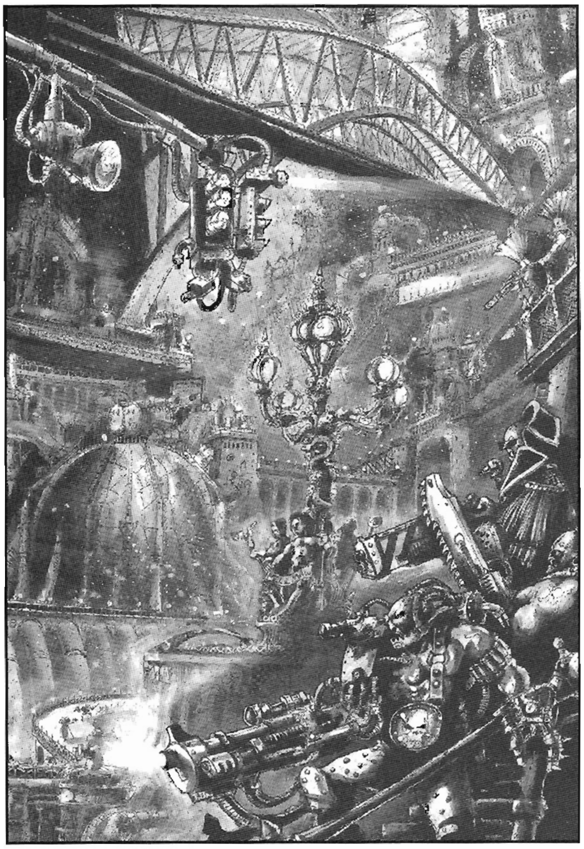
A dome provides a broad open space which is further divided into zones of factories, houses, commercial buildings and a myriad other structures. Each dome sits upon a deep foundation layer which incorporates a sub-level maze of power lines and supply pipes. Larger domes also have tall reinforcing pillars which support the roof. The geography of the hive is therefore one of a series of interconnected domes or caverns linked by major tunnelways or shafts, and divided internally into built-up areas.

BADZONES

It is with good reason that the hivers often refer to the Underhive as the Badzones. Hive City is dark, polluted and decaying, but the Underhive is a hundred times worse. Its domed caverns are dark and ruinous. Collapsed floors and fallen buildings have reduced many areas to wastezones of rubble and debris. Poisonous effluvia, toxic dust and the filth of the hive seep downwards and bury everything in a thick layer of detritus.

The Underhive has a geography all of its own. Amongst the tangle of ruins there are isolated pockets which can be made habitable with a little effort. In places the rubble conceals remnants of previous occupation – machinery or artefacts which can be reclaimed or traded. Scattered across the Underhive are outcrops of naturally formed ores or ancient refuse which can yield rare and valuable minerals. Entire





regions remain unexplored, and much of the hive is unreachable because of blocked and flooded tunnels. There are plenty of domes which are simply wastezones, neither habitable nor containing anything of obvious worth.

Tunnels and vertical shafts link the domed chambers together. The tunnel structures are weaker than the domes they serve, so they are often destroyed or partially blocked even if the dome itself is intact. Sometimes a narrow crawlhole through the debris may allow a man to squeeze through, but narrow tunnels are dangerous and often lead nowhere or end in flooded sumps or sudden drops. The whole of the Underhive is a complex maze in which it is only too easy to become disorientated and lost.

SETTLERS

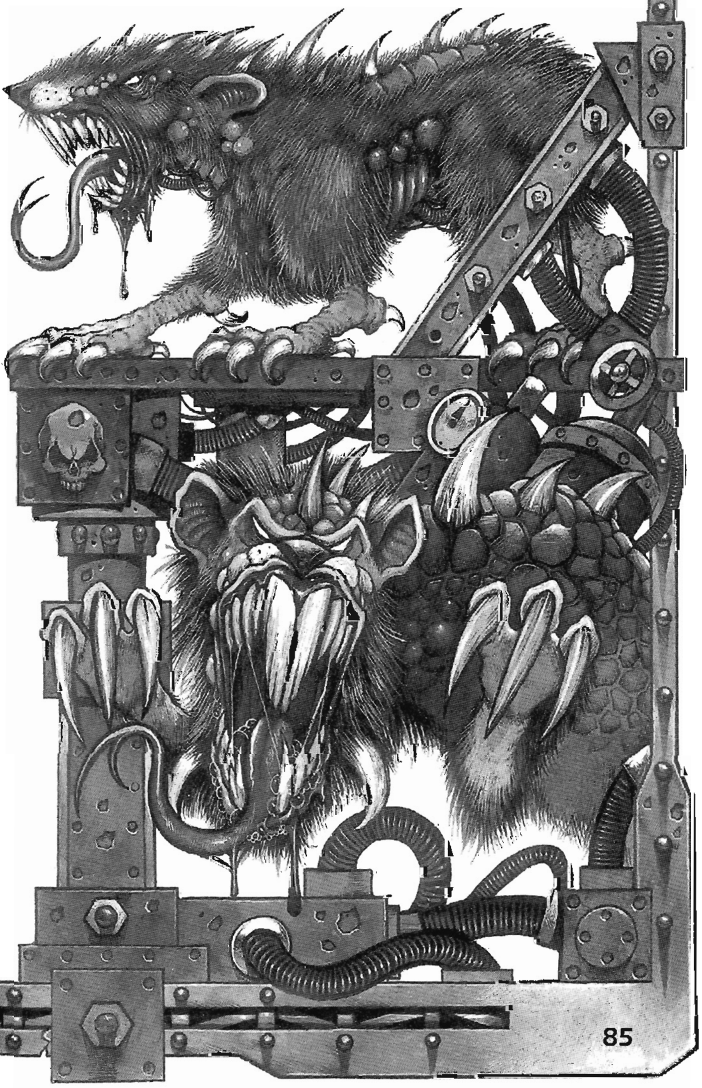
Despite the appalling conditions there is no shortage of people who seek to make their home in the Underhive. The discontented, the poor, the disinherited and outcasts naturally gravitate downhive, away from the power of the Guild factories and family patriarchs. These refugees from Hive City are sometimes called 'green hivers' by established downsiders.

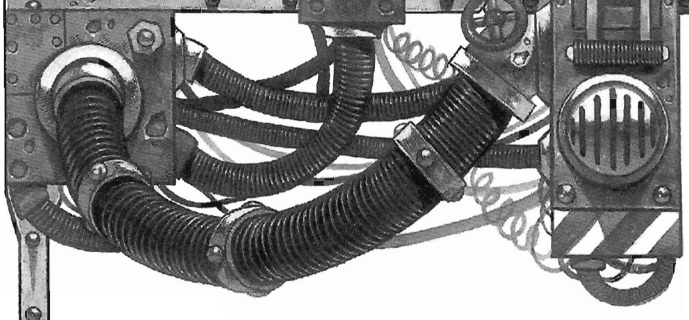
The Badzones are a place of opportunity for impoverished but peaceable hivers who are unable or unwilling to endure the life of Hive City. With hard work tunnels can be opened up, generators and air pumps can be installed, effluent flows can be diverted and water stills erected. Slurry pits and hive dust can be coaxed to yield crops of algae, mutant fungus and nutritious slime. Over the years order can be restored and eventually an area may even be reclaimed for Hive City.

Underhive communities tend to be small affairs, a few simple holes and dens rather than entire towns. There are also some fair sized and well established settlements such as Glory Hole, Slag Town, Dust Falls and Dead End Pass.

All the larger downhive settlements are protected by tall stockades which the inhabitants build out of the surrounding debris. Shelters and other buildings are converted from the ruins and materials scavenged from the refuse. It is possible for a family to survive by cultivating edible fungi, algae, slime or the parasitic lichen that grows upon them. In some places settlers raise animals native to the Badzones such as rats, blood beetles, giant slugs, blind snakes and mutant dogs.

The bigger settlements have a kind of order, albeit utterly unlike the strict social codes of Hive City. There are places to trade, small workshops where equipment can be made or repaired, and people offering services to travellers. A bed for the night, a room, an annual bath, or just food and drink; all can be readily bought or bartered. The most valuable commodity of all is often information. News of ore strikes and tunnel openings are typical of the rumours that can make a man rich if he's quick enough.





GUILDER TRADERS

Most settlements have trading posts where Guilders can sell their wares, or buy things that have been found, made or stolen in the Underhive. Sometimes they hire fighters to protect themselves or their cargoes. The Guilders' heavily guarded slave trains carry goods within the Underhive and between the Underhive and Hive City.

In larger communities it is the Guilders that really run things. Anyone who tried to cheat or harm a Guilder would soon meet with rough justice. Guilders are notoriously protective of their own kind, and will hunt down anyone who kills or robs from them. Nonetheless, the Guilders are not immune from attack and their cargoes are a favourite target for outlaw gangs.

Poorer Guilders sometimes strike out alone, chasing rumours of ore strikes or finds of archeotech. For every lone explorer that makes his way back to Dust Falls, likely as not mad-eyed with his clothes in tatters and babbling of untold riches, a hundred are never seen again. The Underhive swallows them up.

Death stalked the labyrinthine tunnels of Down Town. The settlement's inhabitants waited for the discovery of the next murder. Entire holes had been wiped out in the atrocities, Guilders and respected gang leaders amongst them. The assassin was unknown. The only clues to his identity were the small white mnemonic cards left upon each corpse. The cards displayed a manic death's head which cackled and winked knowingly to the touch.

As the death toll rose so did unrest in the settlement. Neighbours turned upon neighbours and everywhere there was an air of distrust. Wild juves roamed the empty tunnels, breaking into holes to steal, or simply to hide from the dark. The Guilders doubled the Watchmen's rate, but there were few volunteers prepared to walk the streets at night.

Lothar Hex, the Widowmaker, his head tilted at a slight angle, listened intently to the voices below. He had reached a dark void above his target, an empty conduit above the hideout of Gideon Drexlar.

Looking down into the room, Lothar's cold eyes focused upon the slumped figure of Down Town's most feared gang leader. Empty bottles of Wild Snake littered the table and the floor around. From his jacket Lothar took a long flexible periscope which he pushed carefully into the ceiling grille. Rotating the device he counted four guards. Satisfied that these were the room's only occupants he retrieved the scope and slowly began to remove the magno-bolts from the grille cover.

The grille tumbled to the floor with a clatter and Lothar Hex dropped into the room, boltguns blazing. Two guards exploded before the assassin's feet had even touched the floor, their torn bodies tossed across the room like rag dolls.

The remaining guards fumbled for their weapons, firing wildly at the shadow-like figure as it sprang upon them. One collapsed in wide-eyed terror as Lothar's dagger found his throat, the last was slammed against the wall, his body jerking like a puppet as a dozen bolt shells exploded within his chest.

Lothar Hex walked towards Drexlar, his smoking guns held carelessly by his side. The gang leader glared in drunken astonishment, too numb with terror to move from his chair. The sight that met his eyes was more horrific than anything he had seen in a lifetime of Underhive fighting. The assassin's face seemed to blur and shift. Flesh, bones and sinew liquefied and reshaped. The human face disappeared and the face that studied him so coldly was a mask of bestial evil.

'What are you?' gasped Drexlar, his voice shaking with terror.

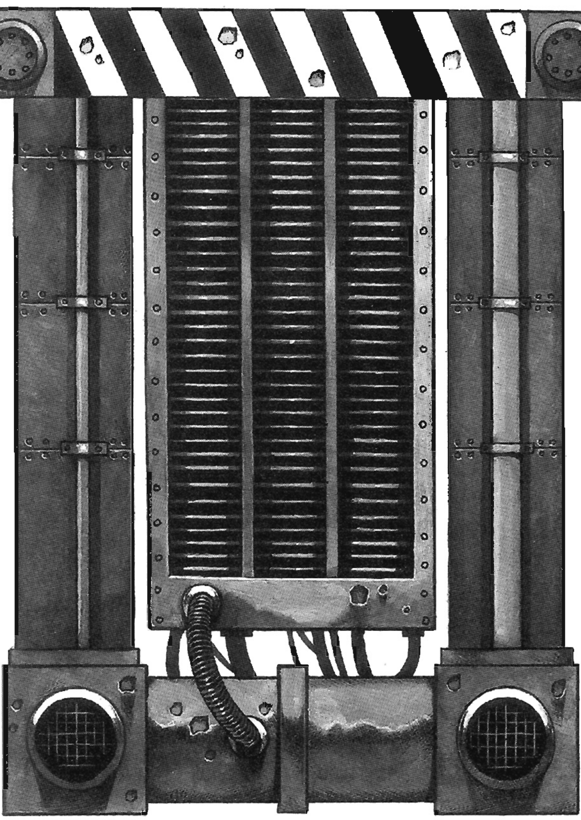
A grin played upon the inconstant features and the creature laughed maliciously.

'I am the darkness,' it replied. 'I am the darkness inside you all.'

A single bolt shot rang out and Drexlar span from his chair as the shell struck him square between the eyes. The force of the blast carried the body across the room where it struck the far wall and slithered to the floor. The explosive bolt had erupted inside the gang leader's head, smattering bits of bone and brain upon the wall.

The creature observed the scene of carnage. Its features were human once more. Lothar Hex took five mnemonic cards from his coat pocket and placed one upon each corpse. As his fingers touched them the death's heads upon the cards began to cackle and wink cheerfully.

When he had done the assassin took a cord from his coat and attached a small magno hook to one end. He threw it upwards through the open grille and tugged the line to make sure the hook was fast. He looked around the room. His work was finished now, for Drexlar's had been the final name on Sliding Jak's list. Lothar Hex could return to his master now and report complete success.



ORES AND MINERALS

Some hivers come to the Badzones to make their fortune from the vast natural wealth of the Underhive. Pollutants transmute over the millennia, gradually losing their toxic properties and forming new stable compounds, including sparstone, adonite crystals, carnotite gems and dark nuggets of igneous adamantorite. These precious substances are found in the deeper parts of Underhive and the Hive Bottom. Rich deposits are very rare and searching for them amongst the poisonous wastes is hazardous.

Mineral ore deposits are more common. These often originate from liquid discharges from Hive City. Working their way downwards, ore-laden wastes reach open spaces and form stalagmites and stalactites of ferrous haematite or 'iron slag'. Some pollutant liquids filter through porous wastes which act as sieves, depositing solid ore in the form of a crust or pan. These substances are bulky and not tremendously valuable, but their exploitation is relatively easy.

Ore diggers work either on their own or in groups. They often build temporary shelters round the site of a strike, and may well have to defend their workings from marauding outlaw gangs.

HIVE FUNGUS

Further riches can be gleaned from the mutant fungoid life-forms which grow in the dark Underhive. The detritus of the downhive provides the ideal medium for fungi to grow in and, as a result, the Underhive supports a substantial ecology of parasites and mutant creatures. There are tens of thousands of varieties of fungi and moulds, some edible or otherwise useful, others highly toxic and downright dangerous.

Valuable fungi are much sought after. The slow growing pearl spore forms tiny lustrous pearls within its flesh; the colour and quality of individual stones depends upon which pollutants the fungus grows upon as well as its age. The most valuable of all is the Necromundan black pearl, a single large example of which is sufficient to keep a man in life-long luxury. Iron mould is not valuable in itself, but grows on rust piles and detritus saturated with sequestered iron and other metals. The mould extracts water and bound oxygen from the substrate leaving nodules of metal underneath.

Other fungi have medical or intoxicant properties. Examples include the dangerous but costly icrotic slime. The possession of living icrotic slime is one of the most serious crimes in the Spire, and its export from Necromunda is forbidden by Imperial decree. Spook is a relatively common but dangerous psychic stimulant formed from fungal spoor. More useful is the curative Stinger mould, which has powerful recuperative abilities as well as strong antibiotic properties.

ARCHEOTECH

Much of the Underhive is unexplored or inaccessible and amongst the ruins lie factories, machines, stockpiles of raw materials and stores of artefacts buried millennia ago. Sudden structural catastrophes are not uncommon in the lower parts of the hive, so it is easy to imagine how a

collapsed dome could be buried along with its inhabitants. Over time the dome will be forgotten, wastes leak in from above, and layers of hive dust pile on top of the ruins. All this can remain untouched for centuries, perhaps for millennia, until erosion or a hivequake opens up a small crawlhole into the ancient dome.

When a tunnel into a new area is discovered it becomes a magnet for fortune hunters. Any attempt at secrecy can only succeed for a short while, and soon the dome will be teeming with rivals. Inevitably there will be battles over the spoils, and the victors will carry away the choicest items for themselves.

Archeotech is the term given to ancient finds of technical artefacts. The richest source of archeotech is lost domes, but it is possible to find old machines at the bottom of any deep layer of hive debris. The value of an item depends very much on what it is. Old rusted machinery is only good for scrap and will have to be sold for the value of the metal it contains. Isotropic crystal fuel rods, on the other hand, remain good so long as they are unused, and can be traded for a good price.

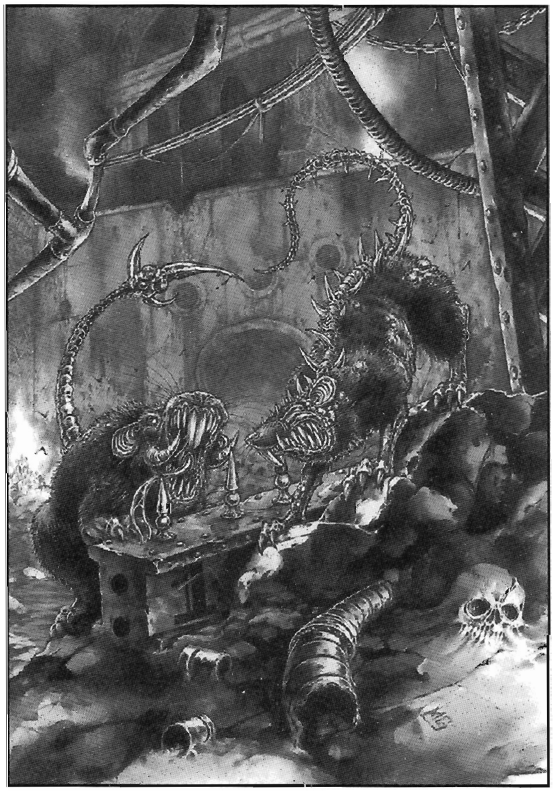
MUTANTS

The constantly recycled air, water and food of the hive have an inevitable effect on its inhabitants. Pollutants and toxins build up in the bio-system causing genetic instability and mutation. The effects of this are worse further down the hive where toxins are more concentrated. Because mutation is so common minor deformities are tolerated to a degree, even in the Spire and Hive City. However, conspicuous mutants are rooted out and destroyed according to the strict laws of House and Hive. Only those who flee downhive can hope to escape and start new lives, losing themselves amongst the ever-shifting population of the Underhive.

Underhive inhabitants are more tolerant of mutants than other hivers. So long as mutants keep a low profile, and are not obviously or grossly deformed, they can live peacefully even inside a big settlement. Underhivers are not inclined to ask questions or look too closely at their neighbours, and are more sympathetic to mutants in general.

Of course, not all are equally tolerant. House Cawdor especially are quick to turn upon mutants. Other fanatical

The depths of the Underhive give way to the collapsed and compacted ruins of the hive bottom, the hive's ancient foundation layer long since abandoned and forgotten by its inhabitants. This is a domain of stagnant darkness, where poisoned fumes rise from the putrid sump lake at the hive's bottom and choke the labyrinth of crude crawlholes and ruinous caverns. Here in the darkness dwell things spawned in the toxic waste of millennia, creatures that hide from even the pallid lights of the Underhive.



Sometimes they crawl from their holes, slithering up from the blackness, driven by their hunger, perhaps, for human flesh and blood. They can be glimpsed from the watch-towers of Down Town, moving through the spoil heaps as they hunt the mutant rats that feed upon the refuse there. Their eyes can be seen glimmering amongst the ruins as they study the progress of a slave train, watching for stragglers and wounded. Throughout the Underhive they can be heard howling and snarling in the dark hours of lights-out, always close by yet always unseen, a sound to haunt the sleep of men.

Occasionally a hunter or an ore prospector might bring in a pelt of some strange bestial thing. Some of them are men, or were, with scabrous rotting skin and talon-like nails, eyes vestigial and covered with white membranes, or black and staring without visible iris. Others have only the sham of human form, scaly and vile things with dripping maws of pointed teeth and long red tongues.

Over the far wall of the Down Town trade hole there are nailed the skins of many such beasts, hundreds and hundreds of them, some rotten and eaten away by time or infestation, others gleaming with green and golden scales, a few of the skins of savages and outlaws brought in for bounty.

groups such as the Redemptionists hate all mutants no matter how minor their deformities. Their creed preaches the uncompromising destruction of all deviants.

For those too mutated to live in the big settlements the lawless expanse of the Badzones provides ample opportunity to hide. Mutants of the most heinous varieties, scaly many-limbed monstrosities, will naturally gravitate towards the deeper parts of the hive and the Hive Bottom. They are outcasts even from the Badzones.

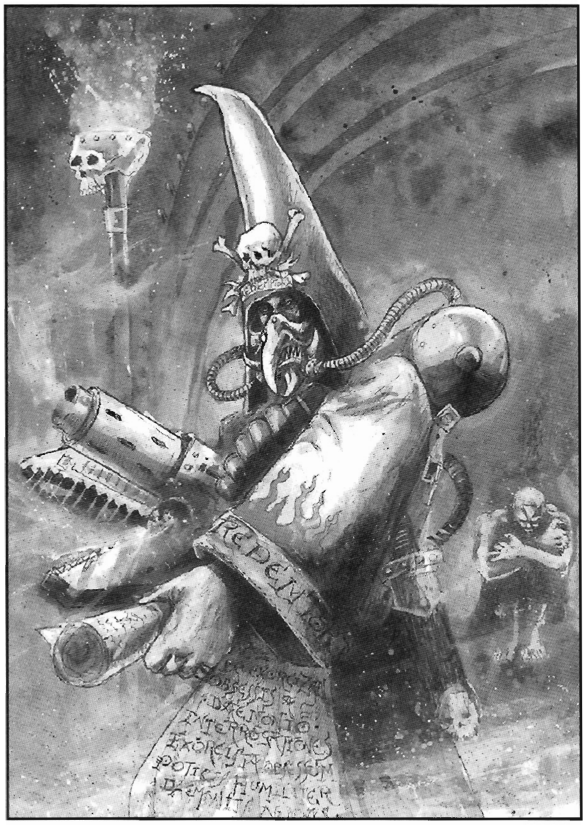
Not all mutants are physically grotesque. Some appear normal, but actually have psychic powers of one kind or another. These mutants are more readily accepted into the Underhive than conspicuous deviants. Some are even welcomed and protected because their abilities are useful, such as psychic healers and precognostics.

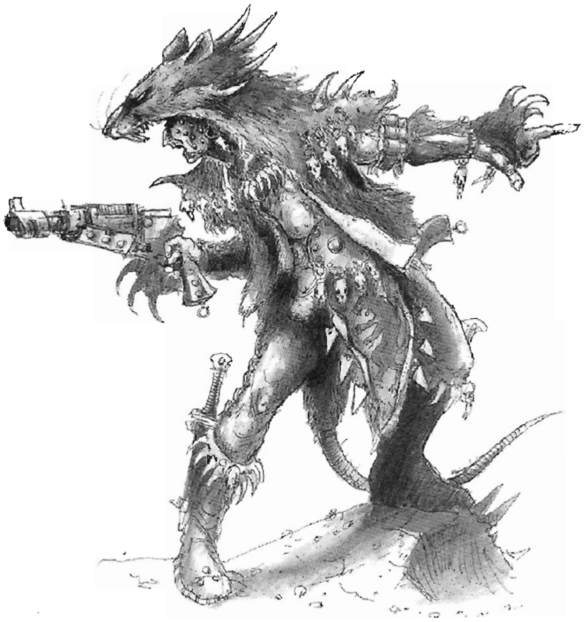
OTHER OUTCASTS

The Underhive exists beyond the laws of House and Hive. The Houses have little influence and family patriarchs care little about life beyond their borders. Even the Imperial House would think twice about trying to impose its will in the anarchic bowels of the hive.

The Underhive provides a natural refuge for those seeking to escape retribution or revenge. Individual criminals and political dissidents can melt into society without fear. Larger groups of outcasts can find a secluded place to make their home. Amongst these groups are crazed religious zealots, mutant-hating Redemptionists, Utopionists, cannibals, head-hunters and any number of misfits and madmen.

Amongst those who have taken refuge in the Underhive are members of the ruling family itself. After the murder of Marius Helmawr, his surviving son, Caetrus, fled into the Underhive where he became a celebrated outlaw leader and popular hero. Although his uncle, Lord Tiberius Helmawr, tried to capture or kill Caetrus for many years he never succeeded. The Delaque agents sent to root out Caetrus and his followers were finally forced to admit defeat. Caetrus lived to reclaim his birthright after Tiberius' death, but never forgot his Underhive years and rewarded his supporters generously.





RATSKINS

The Ratskin people have lived in the ruins of the Underhive for as long as time itself, and Ratskins regard the place as their ancestral home. They know almost nothing about the world that lies above their heads or beyond the hive. Ratskins have lived apart for so long that they have developed their own language, and only the few who visit Underhive settlements to trade bother to learn the common tongue of the hive.

Ratskins possess senses uniquely adapted to the conditions of the Underhive. Their sight is incredibly keen and it is commonly supposed they can see in pitch darkness. A Ratskin can smell out tiny differences in air quality, and can track other hivers or hive creatures by scent. Their hearing is also finely attuned to the hive. The slightest sounds tell them where others might be, whether a tunnel is safe, or if dangerous creatures lurk nearby.

Ratskins care nothing for Hive City or the hivers that come from above. They do not understand the hivers' insane lust for scrap metals and glittering stones. Most of all they are baffled by the foolish manner in which settlers eat toxic fungus, fall down holes, blunder into roof falls, and generally act in a senseless and dangerous fashion.

Although the outsiders puzzle and often anger them, the Ratskins are content to leave hivers alone so long as they leave the Ratskins in peace. Adventurous Ratskins trade with the hivers and sometimes hire themselves out as guides or trackers, but they are a self-sufficient and proud people who neither need nor want much from anyone.

Ratskins know their way around the Underhive better than anyone else. They know about the main tunnels, the small crawlholes, and the shifting drains and sumps of the effluvial flows. They know ways into and through the Underhive which the hivers are utterly ignorant of. They can find paths into domes which remain undiscovered and buried to ordinary men. Ratskins move through the hive effortlessly and mysteriously, disappearing almost magically, appearing as if from nowhere.

The Spirit of the Hive

To the Ratskins, the Underhive is a living place inhabited by sacred spirits. It is a place with which they feel a natural harmony, a place which is great and beautiful in their eyes. Ratskins respect the hive as a mighty god, generous in its bounty and merciless in its vengeance. In their eyes, the Underhivers often anger the hive by causing rock falls or caving in tunnels with their clumsy excavations. Sometimes hivers go too far, trespassing into sacred places or poisoning the native pools.

Ratskin Settlements

Ratskins live in small communities that are hidden from settlers and explorers. They cultivate cane spore, which provides food as well as reed-like building material, and they hunt the rat herds that infest the hive. For the most part they avoid the foolish intruders whose heathen ways often offend the spirits of the hive. Most settlers soon succumb to predators, toxic fungi, roof falls or some other inherent danger, which all goes to show that the hive is intolerant of those who fail to show the spirits proper respect.

Ratskins and Hivers

Some Ratskins hire themselves out as guides or trackers and a few of them become semi-civilised as a result of contact with hivers. They can be found and hired in the larger settlements such as Dust Falls, Glory Hole and Dead End Pass. There are few expeditions that would venture into unknown wastezones without the expert aid of a Ratskin tracker.

Sadly, some Ratskins are attracted to the strange ways of the hivers, and acquire a taste for intoxicants, gambling and riotous living. These troublesome individuals hang around the settlements until the inhabitants lose patience and throw them out into the wastes. Bands of Ratskin renegades are a nuisance to settlers and their own kin, and have a well deserved reputation for savagery.

Ratskins live in harmony with the mutant flora and peculiar creatures that populate the wild parts of the hive. Many of the hive's sickly fungi and algae have herbal properties which the Ratskins use to their advantage. Although some are deadly poisons, in small quantities, or prepared according to ancient rituals of the shamans, they can be employed to make healing drugs, potent intoxicants or psychic stimulants. The most common stimulant is the small leather bag containing a paste made from ground blindsnake – a totem that is said to enhance the wearer's awareness and warn him of evil spirits.

GANGS

The Underhive is a dangerous place where people gather together into gangs so they can explore, travel and fight together. Those who join a gang are called gangers. House traditions are so strong and their identities so distinct that even in the Underhive gangs are formed from gangers of one House. A Necromundan's entire sense of self is based upon House loyalty, and even the descendants of downhive settlers retain their House identity to a large extent.

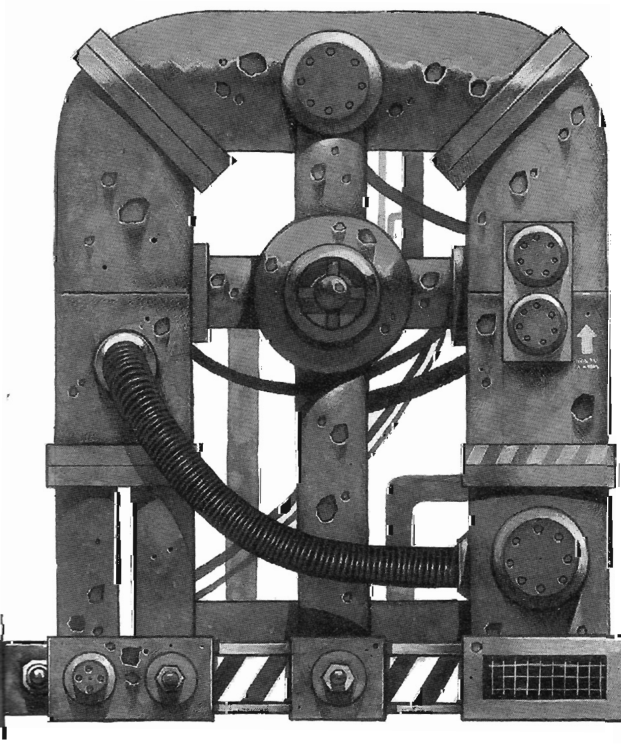
The bulk of gangers come from the Underhive itself. They are the descendants of settlers, some from families established in the Underhive for generations. The loyalty of these established Underhivers to their House is tempered with romantic notions of life in Hive City, a place they have never been to and can only dimly imagine.

Some gangers come downhive from Hive City. Young juves and discontented hivers are keen to join or form gangs, and there are always hardy Underhivers willing to give them a chance. As well as its ordinary gangers a gang might also include hired help in the form of mercenary fighters, psychic mutants or Ratskin trackers.

Gang Leaders

Gang leaders are usually experienced fighters who know the local Badzones and understand the dangers of the Underhive. Sometimes a ruthless desperado from Hive City will set up his own gang, but only the greenest juve or the most impoverished ganger would follow him.

All gangs recruit new fighters now and again. The most successful gang leaders are highly respected and competition for membership is keen. Even the most experienced and skilful gangers may have to find new companions if their leader is slain or captured, and such fighters can always command a high price for their services.



The aim of every gang leader, and eventually every ganger, is to get rich and move uphive. Some return to Hive City, where their new wealth enables them to live in luxury for years. Most dream of freedom in the Spire, away from the filth of Hive City and the repression of family patriarchs. Only the richest get to the Spire, but in the Spire money buys power of a kind unimaginable to the hivers of Hive City.

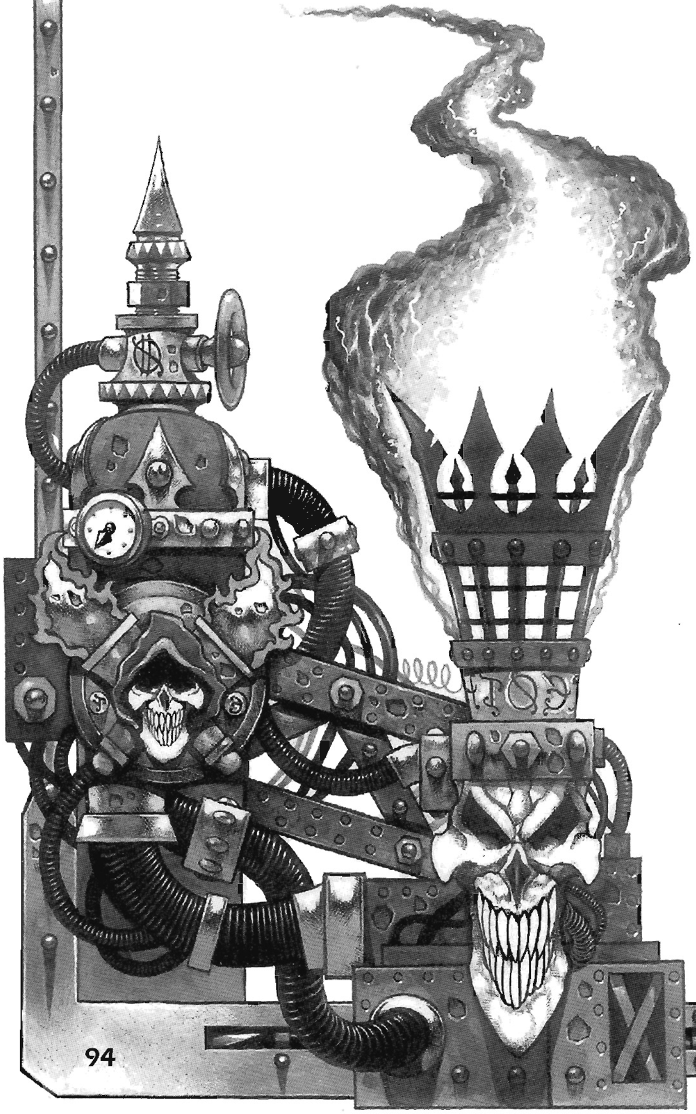
ALL HOLED UP

The place to start is one of the big settlements that adjoins the wastezones and deeper parts of the Underhive. Places like Dead End Pass and Dust Falls are full of gangers passing the time of day in the drinking holes, trading posts and workshops. They wait for news of tunnel openings, rumours of ore strikes, and any information that might lead them to a fortune. News is soon public knowledge. Rumours, real or false, spread faster than rat pox. Settlements suddenly empty as rival gangs scramble for a piece of the action.

It's easy to pick up odd jobs inside a settlement. Guilders hire gangers to take things from one place to another, or to protect them as they travel through the hive. The town's traders are more than willing to pay for information or services. Local settlers often hire help to round up livestock or hump slime barrels into the nearest settlement. If all else fails, a day's scavenging in the adjoining wastezones will always turn up a few trinkets or bits of junk to sell to one of the workshops. Odd jobs depend upon good contacts, and it is these contacts which keep the gang going from day to day. The more people you know, the more favours you are owed, and the easier it is to build up your gang's numbers and weapons stock.

FIGHTING FOR FORTUNE

Out in the Badzones any meeting between rival gangs is likely to end in a firefight. A gang which runs from its rivals will end up scavenging through the poorest wastelands or raking over the spoil heaps of others. Only gangs that stand up for themselves earn the respect of other Underhivers, local traders and rival gangs. Mutual respect doesn't stop gangs shooting at each other, but it establishes the right to scavenge over or move through a particular area. Such things are simple matters of understanding amongst the local gang leaders.



Fights break out for all kinds of reasons. Accidental meetings are common, especially where rival gangs share tunnels or scavenging territory. Sometimes a gang will deliberately attack a small settlement or lone water still that their rivals use. Many gangers come from established Underhive families that live in out-holes in the wastezones. Gangs take great care to look after friendly downhivers who give them food, water and news. Often a gang depends on such people for its survival.

News of freshly discovered tunnels or domes draws rival gangs like boreflies to an open wound. The richer the booty the more determined and bloody the fighting. Finds of archeotech, sparstones, carnotite gems, pearl spore, and any other tremendously valuable discoveries always end in fierce battles over the spoils. Even if a gang manages to fill its bags with sparstones there is no guarantee it won't be trailed and ambushed on the way home. Big finds are often broken up and buried in secret out in the wastezones, away from the prying eyes of rival gangs.

GUNS FOR HIRE

Few gangs have more than twenty members and most have fewer than a dozen. Of these some will be fully-fledged gangers, fighters of experience who know how to look after themselves in the Badzones. Others may be young juves, out to prove their mettle to their older companions. Gangers like this can be hired in any of the larger settlements, and the price paid will depend very much on the calibre of the fighter.

If a gang leader wants to, he can hire specialists or perhaps even one of the notorious gunfighters who offer their services to the highest bidder. These loners usually owe no allegiance to any House. They are outsiders, often half-castes or people of mysterious origin, who will fight for anyone at a price.

A gang leader will occasionally want to hire a Ratskin tracker as a guide, especially if he intends to move into an unexplored or dangerous part of the downhive. Ratskin trackers can guide a gang through obscure crawlholes and tunnels, and they know ways through the hive which the gangers could never find or follow. Ratskins have uncanny senses, and can smell, feel and listen their way through a hive in a way no ganger can even imagine.

Less easily found are the infamous renegades and loners. They are notorious and mysterious characters: some have an almost legendary past and many stories are told about their adventures. It is hard to imagine why many of these characters stay in the Underhive. Many could afford to return uphive if they wished, but perhaps something else keeps them in the Badzones. Some of the most famous gunfighters are mutants and some are barely human. On the whole it is best not to enquire too closely about the origins or motives of these most powerful of all fighters.

OUTLAW GANGS

Even in the Underhive there is a code of behaviour which most gangers abide by. At least it is true to say that most like to be seen to abide by these standards. What they do when no-one is watching is another matter entirely. Those who break the downhive code can find themselves outlawed by a Guilder court. Outlaws are not welcomed in settlements, traders won't deal with them openly, and other gangs can claim bounty for hunting them down.

The Downhive Code

Inside settlements a ganger who kills another hiver can be outlawed together with his entire gang. Serious fighting inside settlements isn't tolerated by the Guilders who employ hired guns called Watchmen to keep the peace. Similarly, theft, fraud and violent crime within a settlement are likely to get a person outlawed or lynched. Small settlements and out-holes are also covered by this code of behaviour, although they are more vulnerable to unscrupulous raiders than big settlements. Outlaws often leave no witnesses to point an accusing finger.

Any gang that attacks a Guilder, his property, or any hivers in his employment can also find itself outlawed. If a Guilder is killed, other Guilders will offer a bounty for the capture or destruction of the gang responsible. Any ganger found with the property of a Guilder is likely to be executed and his entire gang outlawed.

Even in the Underhive, Guilders enjoy special status and are able to move freely throughout the hive. Many Underhivers depend upon Guilder trade, so killing or robbing a Guilder is regarded as one of the most serious breaches of the downhive code.

Captives and Ransom

Beyond the confines of the settlements, gangs fight, wound and kill each other all the time. Inevitably, wounded gang fighters sometimes fall into the hands of their enemies, gangers who would slay them instantly if they met in combat. However, it is commonly accepted that it is unnecessarily brutal to kill a captive in cold blood. Instead, captives are ransomed back to their gang, or, if this is impossible, sold off to slavers. Few gangers would stoop so low as to murder a captive as they could easily be captured themselves one day.

Bounty and Guild Price

Outlaw gangs find it hard to get by because they can no longer enter settlements to trade. With a bounty on their heads they may be hunted down and slain. Their situation can even force them to rob settlers or Guilders just to stay alive. Although they may have loyal friends or relatives who continue to support them, it is not an easy or profitable life.

An Outlaw gang can buy off its outlaw status by paying a Guild price for hivers they have killed and property they have destroyed. However, if they have killed a Guilder they are never safe. The Guilders accept no blood money for their own kind and will go to any lengths to exact vengeance.

CREATING A GANG

Before you are ready to play Necromunda you need to start a gang. You could start with one of the boxed sets of gangs, or alternatively you could simply pick the figures that you require and purchase them individually. Either way you can easily add to your gang or improve its firepower with extra Citadel gang fighters as you go along. As an example, we have included details for two gangs we have invented – Grim Ironhead's Orlocks and the Skullsmasher Goliath gang. Both of these can be made up using the boxed sets of plastic Goliath and Orlock miniatures.

CHOOSING A GANG

A gang can be any size from three models upwards. To start your gang refer to the Gang Recruitment list printed at the end of this section. The list explains how much it costs to recruit and equip the different gang fighters. You have a total of 1,000 Guilder credits with which to recruit your gang.

A gang will either be made up of fighters from one of the rival Hive City Houses – Orlock, Goliath, Van Saar, Escher, Cawdor or Delaque; or it will be one of the more unusual Outlander gangs as described in the Outlanders section of this book. You can choose any one of these gang types for your gang. The rules below refer to gangs from one of the Houses. Outlander gangs have their own rules for gang creation, as detailed under the separate gang descriptions.

GANG FIGHTERS

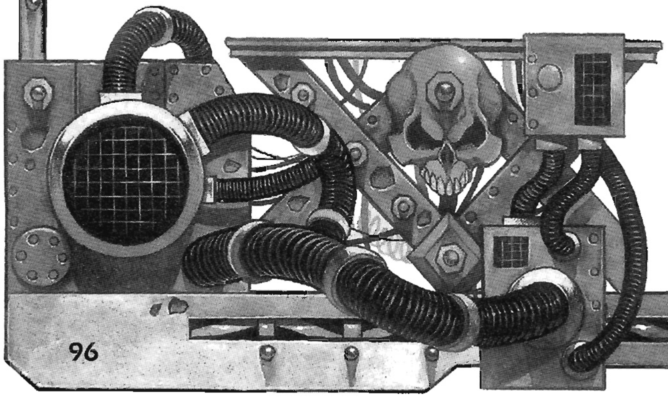
There are four types of gang fighter: Leaders, Gangers, Heavies, and Juves.

THE GANG LEADER

Your gang must be led by a **gang leader**. This model represents the player himself in his guise as a ruthless Underhive fighter. A gang can only have one leader.

GANGERS

The ordinary gang fighters are called **gangers**. Gangers can be found and hired in the Underhive bars and trading stations. They are experienced, competent and trustworthy fighters who make up the bulk of most gangs.



HEAVIES

Fighters armed with special weaponry or technical equipment are called **heavies**. They are bigger and burlier than ordinary gangers on account of the weight of the gear they carry! Heavies are also technicians – good at fixing or making things. This is necessary because their weapons are more complex than those of other fighters and must be kept in a good state of repair.

JUVES

Juves are young inexperienced fighters. The settlements are full of wannabe fighters eager for a chance to join a gang and see some real action. Often juves are younger brothers or cousins of the full-blooded gangers, included by way of teaching them how to fight. Juves are inevitably poor shots and prone to running off.

GANG ROSTER

You'll need a gang roster sheet to write down the details of your gang. You'll find a blank roster sheet at the back of this book. We suggest you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your gang as it changes from game to game.

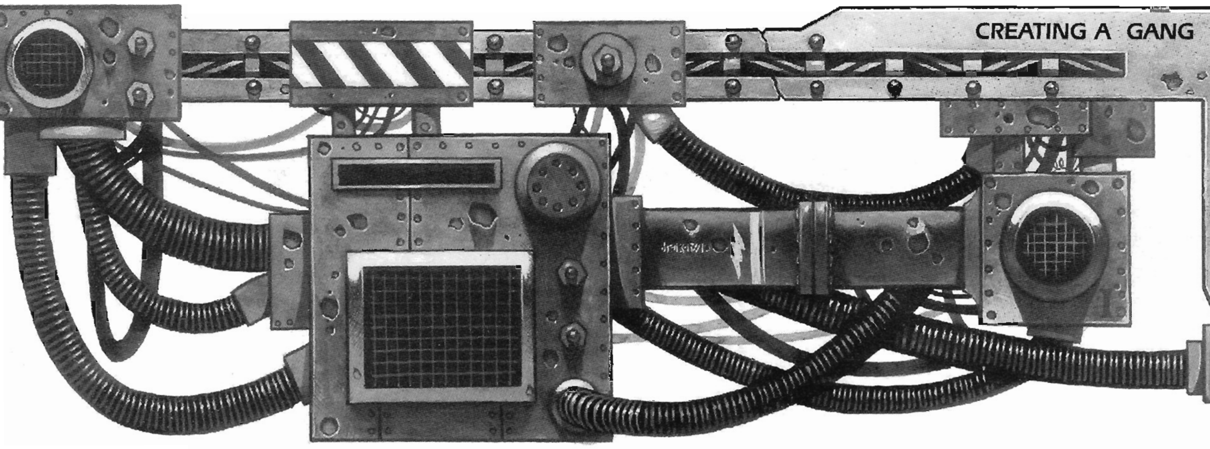
When you have chosen your gang, take a gang roster sheet and write down the details of each fighter in the spaces provided. It's a good idea to work out the gang on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the permitted 1,000 points as possible. If you have any credits left after choosing your gang write this down in the space marked 'stash'. On the following pages we have included two sample gang rosters for the Orlock Ironheads and the Goliath Skullsmasher gang to show you how this is done. To start with you can use these gangs if you want, or you can choose your own – it's up to you.

The gang roster is a record of your gang and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record incidental details such as exploding weapons, flesh wounds, and such like.

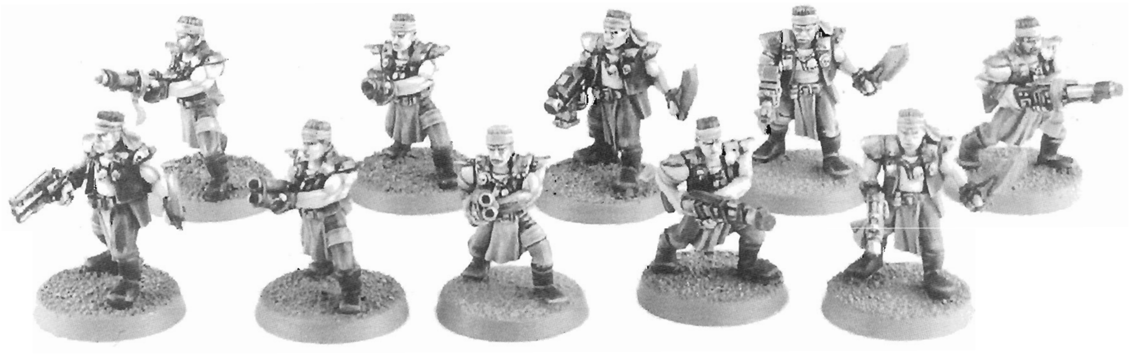
You will need to give your gang a name, and also name all your fighters. We leave it to you to invent suitable names, though you'll find many examples and ideas for Necromundan names throughout this book.

TERRITORY RECORDS

The gang roster includes space to keep track of your gang's territories. When you are playing a campaign game each gang has a number of territories which represent trading contacts, property owned by the gang, and areas they commonly have access to. As you fight more games you may win new territories, or even lose territory to the enemy. Territories generate funds that you can spend on hiring more fighters or buying more weapons, as explained later.

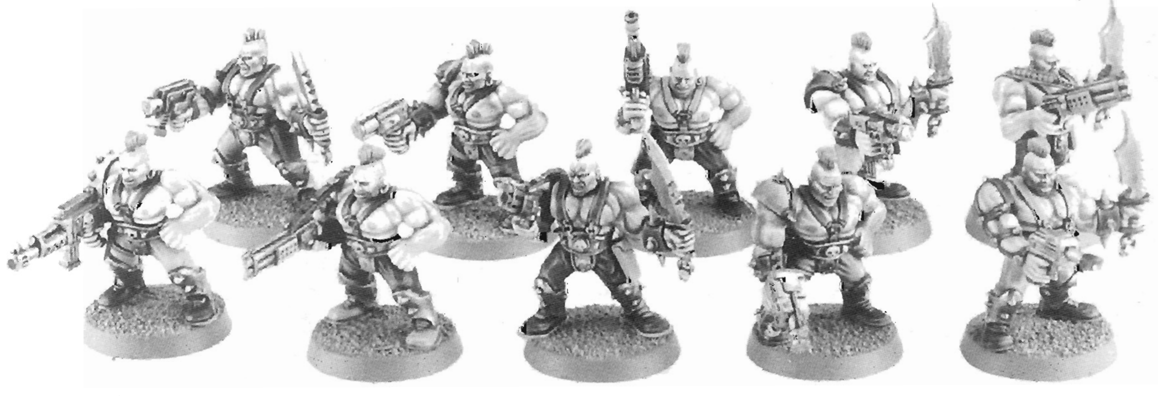


ORLOCKS – THE IRONHEAD GANG


Fast Don
Thorson
Jo Silent
Red Zeke
Rock
Gann
Groff
Leader – Grimm Ironhead
Nark
Sourfist

This Orlock gang was chosen using only gang fighters contained in two boxed sets of plastic Orlock gangers. As such it contains only a leader and gangers, but it would be simple to add further heavies or juves using the appropriate models from the Citadel range. The leader, Grimm 'Ironhead' is armed with a shotgun loaded with lethal bolt shells.

GOLIATHS – THE SKULLSMASHER GANG


Deadend
Stubber Orman
Hagen
Logan
Bonesnapper
Owd Growler
Gund
Leader – Brak Skullsmasher
Spike
Flange

Like their rivals, the Goliath Gang is chosen using only fighters contained in two sets of plastic Goliath gangers. Their leader, Brak Skullsmasher, is armed with a shotgun and packs a laspistol in his holster. The other gangers carry a deadly assortment of autoguns, shotguns and pistols.

GANG RATING	1320

TERRITORY	Credits
1. Slag	15
2. Old Ruins	10
3. Holestead	D6x10
4. Settlement	30
5. Gambling Den	2D6x10
6.	
7.	
8.	
9.	
10.	

STASH

35 credits

HOUSE: **GOLIATH** GANG NAME: **SKULLSMASHER GANG**

NAME	M	WS	BS	S	T	W	I	A	Ld	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
BRAK SKULLSMASHER Gang leader	4	4	4	3	3	1	4	1	8	Shotgun (Solid/Scatter), Hotshot shotgun shell, Laspistol, Frag grenades Leader	190	65
GUND Ganger	4	3	3	3	3	1	3	1	7	Shotgun (Solid/Scatter), Man-stopper round	85	61
BONESNAPPER Ganger	4	3	3	3	3	1	3	1	7	Shotgun (Solid/Scatter), Bolt shell, Autopistol	110	66
OWD GROWLER Ganger	4	3	3	3	3	1	3	1	7	Autogun	70	24
HAGEN Ganger	4	3	3	3	3	1	3	1	7	Lasgun	75	25
LOGAN Ganger	4	3	3	3	3	1	3	1	7	Autopistol	65	22
DEADEND Ganger	4	3	3	3	3	1	3	1	7	Bolt pistol, Frag grenades, Laspistol	115	26
FLANGE Ganger	4	3	3	3	3	1	3	1	7	Laspistol, Frag grenades, Autopistol	110	23
STUBBER ORMAN Ganger	4	3	3	3	3	1	3	1	7	Stub gun, Dum-dum bullets	65	22
SPIKE Ganger	4	3	3	3	3	1	3	1	7	Autopistol, Laspistol	80	21
										TOTALS:	965	355

GANG RATING	1347

TERRITORY	Credits
1. Slag	15
2. Drinking Hole	D6x10
3. Mineral Outcrop	D6x10
4. Vents	10
5. Friendly Doc	D6x10
6.	
7.	
8.	
9.	
10.	

STASH
5 credits

HOUSE: **ORLOCK**

GANG NAME: **IRONHEAD GANG**

NAME	M	WS	BS	S	T	W	I	A	Ld	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
GRIMM IRONHEAD Gang leader	4	4	4	3	3	1	4	1	8	Shotgun (Solid/Scatter), Bolt shell, Frag grenades Leader	185	64
NARK Ganger	4	3	3	3	3	1	3	1	7	Autogun, Frag grenades	110	62
GROFF Ganger	4	3	3	3	3	1	3	1	7	Shotgun (Solid/Scatter), Man-stopper round, Frag grenades	115	65
FAST DON Ganger	4	3	3	3	3	1	3	1	7	Lasgun	75	26
ROCK Ganger	4	3	3	3	3	1	3	1	7	Lasgun	75	21
THORSON Ganger	4	3	3	3	3	1	3	1	7	Lasgun	75	23
JO SILENT Ganger	4	3	3	3	3	1	3	1	7	Bolt pistol, Krak grenades	120	24
SOURFIST Ganger	4	3	3	3	3	1	3	1	7	Laspistol, Frag grenades	95	22
GANN Ganger	4	3	3	3	3	1	3	1	7	Stub gun, Dum-dum bullets, Laspistol	80	24
RED ZEKE Ganger	4	3	3	3	3	1	3	1	7	Autopistol	65	21
										TOTALS:	995	352

GANG RECRUITMENT

The following list is used to recruit and equip your gang. To start with you have 1000 Guilder credits with which you must recruit at least three fighters including a leader. Any credits unspent are added to the gang's stash and can be used later or hoarded to buy something more expensive.

The weapons you choose for your gang fighters must be represented on the models themselves. The exceptions are knives and grenades, which you may assume are tucked inside clothing; and pistols contained in holsters, which can be assumed to represent any type of pistol weapon. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling your models or buying new ones.

CHOOSING THE GANG

You have 1000 Guilder credits to spend on recruiting and arming your gang within the following guidelines.

Minimum 3 Fighters. A gang must have at least three models.

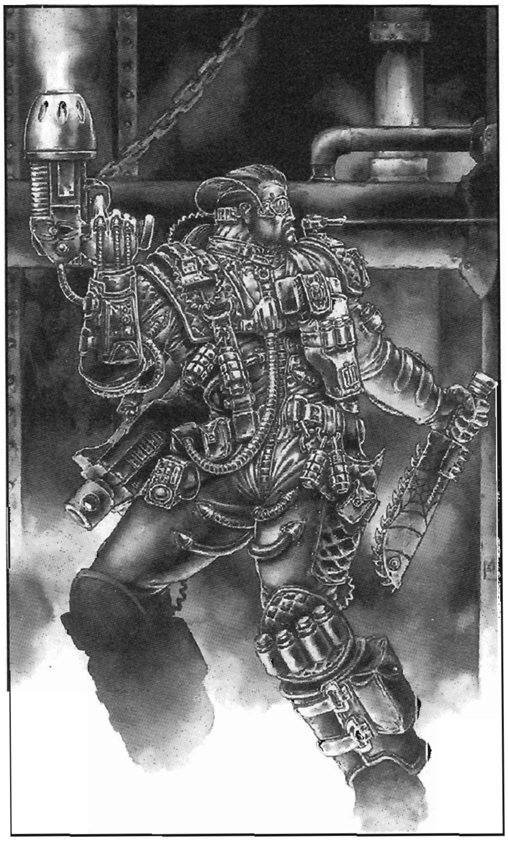
Leader. Your gang must have one leader. Not more. Not less!

Gangers. You can include as many gangers as you can afford.

Heavies. A gang can have up to two heavies, but no more.

Juves. No more than half the gang can be made up of juves.

Knives. All fighters are assumed to have a knife even if the model doesn't have one.



GANG LEADER

Cost to recruit: 120 credits

Every gang needs a leader – the biggest, toughest and brightest fighter of the bunch. He keeps the gang in line and decides where to fight, when to recruit new fighters, and how to spend the gang's hard-earned stash.

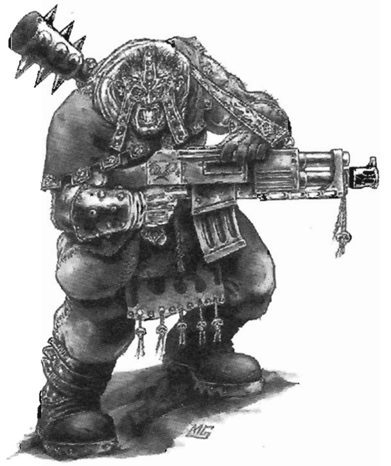
M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons. The gang leader may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons and Grenades lists.

Special Rules

The gang's leader is unlike the rest of the gang in that he can fight efficiently even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned in place.

Any fighter within 6" of the leader may use the Leadership characteristic of the leader when taking any Leadership test. This benefit applies as long as the leader isn't down or broken himself.



GANGERS

Cost to recruit: 50 credits

Gangers usually form the bulk of every gang. They are dependable and experienced fighters.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. Gangers may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons and Grenades lists.

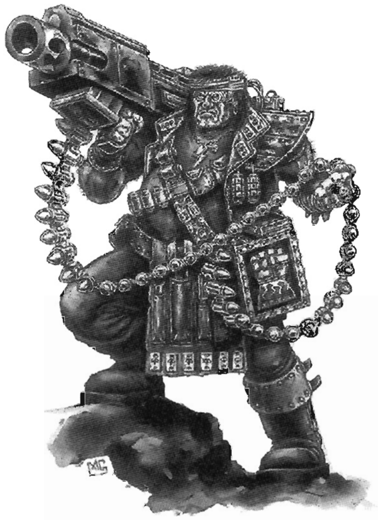
HEAVIES

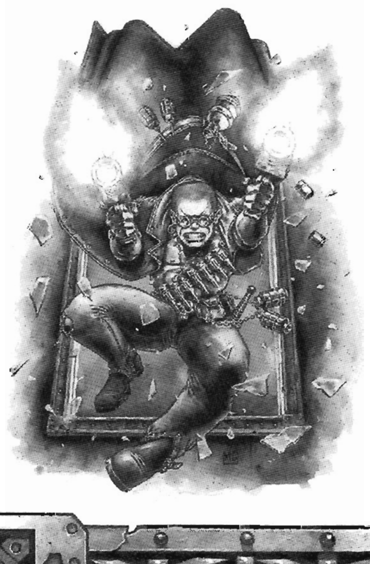
Cost to recruit: 60 credits

Heavies are heavily built or physically fit individuals well suited to lugging round heavy weaponry. They are also technically competent. This is a good thing because their weaponry requires constant repair and maintenance if it is to function properly.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. Heavies may be armed with weapons chosen from the Hand-to-Hand, Pistols, Special, Heavy Weapons and Grenades lists.





JUVES

Cost to recruit: 25 credits

Juves are inexperienced youngsters eager to join a gang and become fighters. They are poor fighters and unreliable, but with time they will improve and become valuable gangers.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons. Juves may be armed with weapons chosen from the Hand-to-Hand, Pistols and Grenades lists.

WEAPONS

Each fighter you recruit can be armed with one or more of the weapons listed below. The different types of fighter are restricted to different types of weapon. Juves, for example, can only have hand-to-hand weapons, pistols and grenades.

A fighter can carry only **one** heavy weapon – eg, he can carry a heavy stubber or a lascannon, but not both. He can have any number of other weapons. The model is always assumed to be using the weapon depicted in his hands unless the player declares otherwise. Remember, additional weapons must be identifiable on the model itself.

A fighter can carry grenades even if the model does not actually include them, as they are assumed to be stowed inside pockets, pouches or bags. The cost is the price of equipping the model with a supply of grenades – not the cost of a single grenade. Once equipped with grenades a fighter may use them in every battle.

HAND-TO-HAND

These are weapons designed for use purely at close quarters such as swords, knives, axes and crude clubs. Such weapons cannot be used for shooting but only in hand-to-hand combat.

Weapon	Cost in Credits
Knife	Free
Sword	10
Club, maul or bludgeon	10
Chain or flail	10
Massive axe, sword or club	15
Chainsword	25

PISTOLS

Pistols are small hand-held firearms which can be used at close quarters or at longer range. A fighter can shoot with a pistol or use it in hand-to-hand combat.

Weapon	Cost in Credits
Autopistol	15
Bolt Pistol	20
Hand Flamer	20
Laspistol	15
Plasma Pistol	25
Stub Gun	10

BASIC WEAPONS

Basic weapons are larger, heavier firearms generally carried and fired using two hands. You can shoot in the shooting phase with such a weapon, but it confers no advantage in hand-to-hand fighting.

Weapon	Cost in Credits
Autogun	20
Boltgun	35
Lasgun	25
Shotgun (solid shot + scatter shells)	20

SPECIAL WEAPONS

Special weapons are complex or temperamental weapons which require a degree of specialist knowledge to operate. Otherwise they are the same as basic weapons: generally used in two hands and fired in the shooting phase.

Weapon	Cost in Credits
Flamer	40
Grenade Launcher (Grenades extra)	130
Melta-gun	95
Plasma Gun	70

HEAVY WEAPONS

Heavy weapons are even larger and more heavy than basic weapons, and are generally more powerful and have a longer effective range. A heavy weapon is so cumbersome and bulky that a fighter cannot move and shoot with it in the same turn. In hand-to-hand combat a weighty weapon is a disadvantage and fighters carrying one will suffer a penalty.

Weapon	Cost in Credits
Auto-cannon	300
Heavy Stubber	120
Heavy Bolter	180
Heavy Plasma Gun	285
Lascannon	400
Missile Launcher (Missiles extra)	185

GRENADES, MISSILES AND SHOTGUN SHELLS

Grenades can be carried inside a bag, pouch or pocket and so can be carried by any fighter, even if the model itself does not include them. A grenade may be thrown in the shooting phase instead of shooting with another weapon.

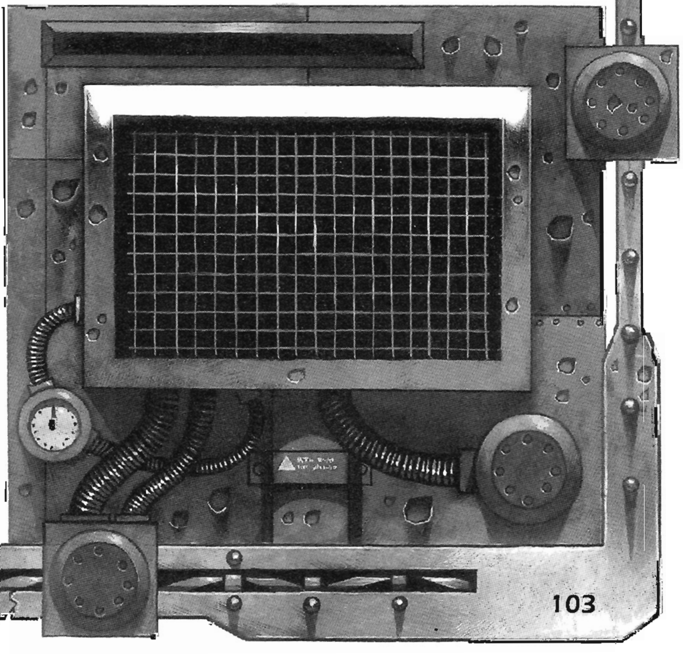
Grenades and missiles must be bought separately for grenade launchers and missile launchers. In both cases, your purchase is to equip the fighter with a supply of ammunition. Once a supply is bought your fighter always has that type of missile. The same is true of the extra shotgun shells, although shotguns come with solid shot and scatter shells as standard.

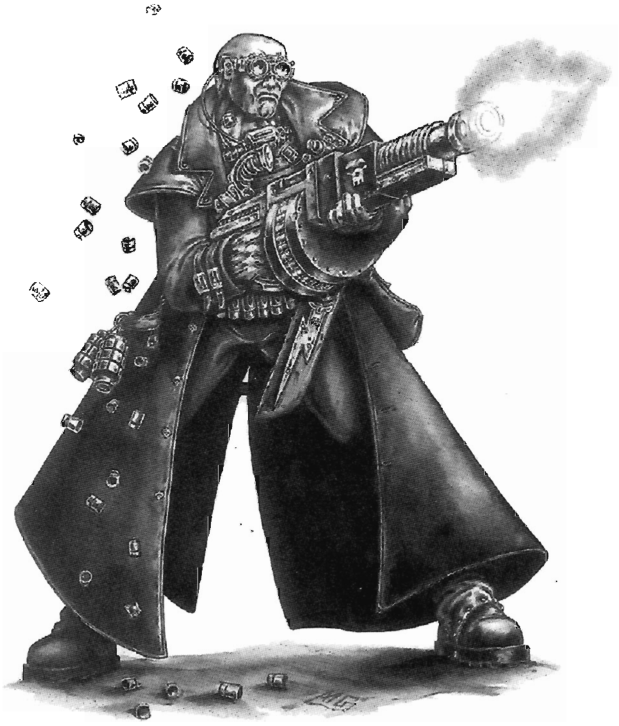
Grenade	Cost in Credits
Frag Grenades	30
Krak Grenades	50
Frag Missile	35
Krak Missile	115
Dum-dum bullets for Stub gun	5
Man-Stopper Shotgun shell	5
Hotshot Shotgun Shell	5
Bolt Shotgun Shell	15

RECRUITMENT COMPLETE!

Once recruited your gang is ready to embark upon a fighting career. When you recruit your first gang it is a good idea to get stuck in straight away, preferably against another 'raw' gang. This gives you a chance to familiarise yourself with the rules and learn how your gang performs in action.

Recruiting a gang is just the beginning of its fighting career, but it is all you need to do to start with. The Necromundan Campaigns section describes how you can run the gang from battle to battle. This important part of the Necromunda game is explained in detail on the pages that follow.





Talk is the lifeblood of the downhive. Guilders spread the word of lucky finds, new tunnels and ore strikes out in the Badzones. In the drinking holes of Dust Falls, Two Tunnels and a dozen other settlements, the latest rumours and discoveries dominate the conversation.

When new news is thin the talk turns to old news. In the Underhive a man's fame lasts as long as there are men who tell his story and others who'll gather to listen and drink. The old stories, the really old stories, are part of the legend of the Underhive. Told and retold countless times, it's hard to say where fact and fable meet, which tales are true and which are merely stories.

One story concerns a family of Delaque settlers called Valois who lived in the White Wastes by Glory Hole. There were three of them: a tall man, his grown son and a daughter of some fifteen or sixteen years. Together they dug out a small shelter in the soft hive dust, built a water still beside it, and made a big slime pit which was soon brimming with a mass of bubbling green stuff.

For some months there was no word of the Valois until one day a lone juve staggered into Glory Hole from the White Waste. He was cut to ribbons and had lost a lot of blood. The youngster was delirious with thirst and there was no sense to be had of his ravings. The only words he would say were, 'The Devil Valois... the Devil Valois,' which he would repeat over and over again like a ward against an evil spell.

For days the juve lay in a haunted fever, sometimes calling upon imaginary companions or raving at some illusionary enemy. Once his screaming became particularly agitated, so that it rang out into the street 'The Devil Valois... Valois.' Passers-by heard the screaming and some recognised the name of the settler family. One man seemed particularly affected by these cries. He had the pale almost white skin and hairless scalp of House Delaque. The man knelt beside the youth, a pallid figure in black, and whispered to him in such a way that none could hear his words. The juve calmed at once and soon lapsed into deep sleep.

The juve's mysterious behaviour set people wondering what had become of the Delaque settlers called Valois. Surprisingly, no-one had heard anything of them since their departure. They hadn't returned to Glory Hole nor had any Guilder passed that way to trade. One of the Guilders, a man called Azzlo, said he was taking a slave train through the wastes the next day, and offered to call in on the Valois hole if anyone cared to accompany him. Of course, Azzlo was just angling for cheap protection, because he didn't want to go anywhere near the Valois place alone.

By dawn the next day Glory Hole was in uproar. The juve had suddenly woken, sat upright with an unnatural jolt, cried out one final time and inexplicably died. The stranger who had spoken to him the day before was nowhere to be found. The guards at the gate reported that a Delaque had passed through the previous evening. With him was a hunchback who no-one recalled seeing before and the Ratskin woman called Hotis who sat in Hagen's Hole and told fortunes for a few trader tokens.

A deputation of Guilders led as many as half a dozen gangs to the Valois hole. The wastes were quiet all around, and the white ash itself seemed oddly still. The entrance to the hole was locked and solid, fastened from the inside, designed to keep out the fierce ash storms and predatory renegades. The gangers broke through using a thermal mine. One of the leaders, a Goliath called Brak, went down the crude ladder into the hole.

The shaft was lit, and in the hole there were the usual signs of occupation. A meal of slime cobs lay waiting upon the burner. Outdoor clothes and boots sat in the entrance way. There was nothing out of the ordinary in the hole except for one room, a room stacked high with weapons and ammunition, with water bottles and belts, bands and bracelets, rings and countless small pieces of bric-a-brac. And here and there, amongst the glittering pile, it was possible to recognise a familiar weapon or a charm, the possession of some gang fighter known in Glory Hole.

Of the Valois themselves the searchers found nothing. There was no sign of a struggle nor any indication as to what might have happened to the family. But outside the hole upon a sloping hill beyond the creaking catch-sheets of the water still, were three graves freshly dug in the yielding white ash. And whoever made those graves had left no names upon the head markers, but had tied about simple pieces of white cloth bearing the image of a snake pierced by a sword.

The hole of Valois was abandoned, its contents left where they were. No-one wanted to touch anything from that hole, not even the Guilder Azzlo. He knelt beside the bubbling crop in the slime pit and instinctively ran his finger into the sticky green mass. At least a crop such as this had to be worth something. His tongue licked at the thick sticky stuff. He spat and grimaced. It tasted of blood.

NECROMUNDAN CAMPAIGNS

Although it is perfectly acceptable to fight one-off games, part of the challenge of Necromunda is to lead a gang over a period of time and many fights. This gives you the opportunity to watch your gang develop, to see old fighters gain new skills while new fighters join and the gang grows ever more famous. This section explains how the Campaign rules allow a gang to progress from modest and obscure origins to power, glory and inestimable wealth.

STARTING THE CAMPAIGN

To start a campaign you'll need at least two players and preferably three or more. The more players the better! Each player can have more than one gang, but our experience is that players prefer to run one at a time as this allows each gang to fight the most games in as short a time as possible.

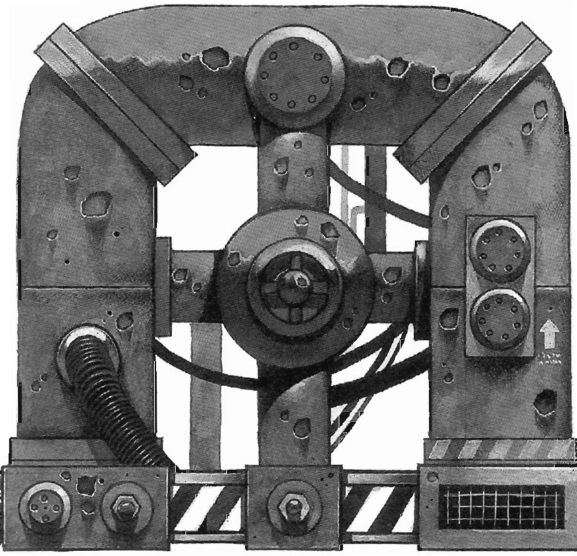
Gangs come from the area around one of the Underhive settlements. They hang around the trading posts and drinking holes, waiting for news of local finds or offers of work. When not fighting the gangs are repairing their gear and trading with the locals. This gives each gang a certain amount of income which they can spend on recruitment and new weapons, or save as credit with the local Guilders.

You can start the campaign as soon as two players have recruited their gangs. New players can join the campaign at any time thereafter. Although new gangs will be less developed they will soon learn new skills. Fighting other, more powerful gangs will enable them to develop more quickly.

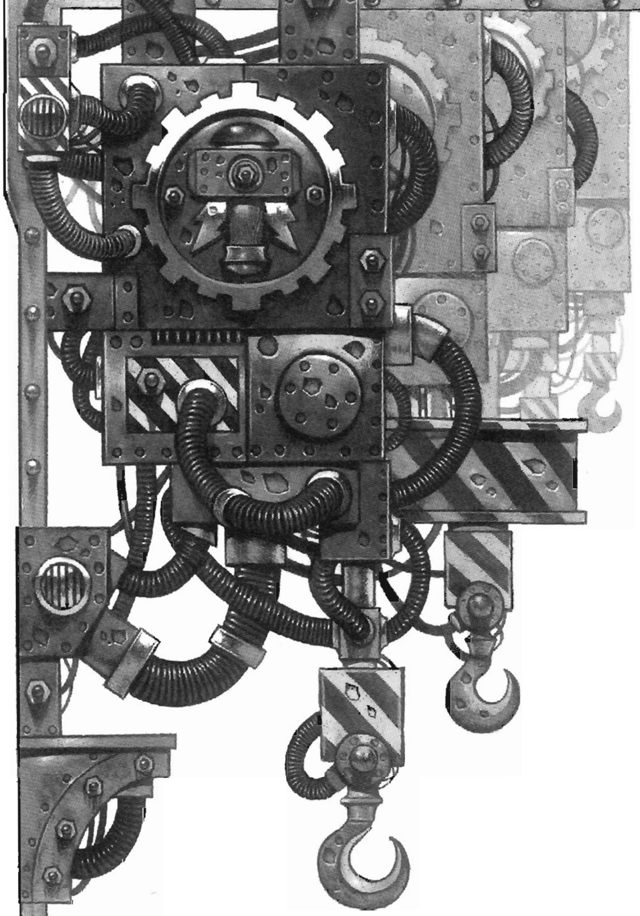
PLAYING THE CAMPAIGN

To start the campaign two players simply take their gangs and select one of the scenarios to fight (see the Scenarios section). At the end of each game the players work out how much 'experience' the gang fighters have earned and how much 'cash' the gang collects by trading.

Experience is expressed as **Experience points** which individual fighters receive for surviving each game and doing particularly well in the fighting. This is covered in detail later in the Experience section. When a fighter has sufficient Experience points he receives an 'advance'. An advance might improve his characteristic profile, adding to his WS, BS, S, etc, or it might be a special skill such as 'Marksman' or 'Rapid Fire'.



Cash is collected after each game in the form of extra Guilder credits which are added to the gang's total cash reserve or stash. This represents the profits earned by the gang after taking into account living expenses and the cost of replacing ammunition and damaged weapons. You can spend the stash on recruiting more fighters or buying new weapons as explained in the Trading Post section.



THE GANG RATING

Each gang has what we call a **gang rating** – the higher the rating the better the gang. The gang rating is simply the total value of all the fighters in the gang plus their total Experience points.

GANG RATING =
VALUE OF FIGHTERS + EXPERIENCE

A gang's gang rating will change after every game because surviving fighters will gain extra experience, fighters might be killed, new fighters added, or you could add to the value of fighters by buying new weaponry. Hopefully your gang rating will go up, signifying your gang's increasing power!

The player whose gang has the highest gang rating is winning the campaign – his gang is top of the heap and its leader is the most feared and respected in the area.

A gang cannot win the campaign in any outright sense, but sometimes one gang rises so far above the rest that no-one is prepared to come out and fight it. If this happens then the player can retire the gang – it moves on to more dangerous and profitable territories – and start a new one.

SERIOUS INJURIES

During a game some fighters will go out of action and are removed from play. During the game it doesn't matter whether a man who goes out of action is dead, unconscious, or badly injured – in terms of the game he is no longer capable of fighting and that is all that matters.

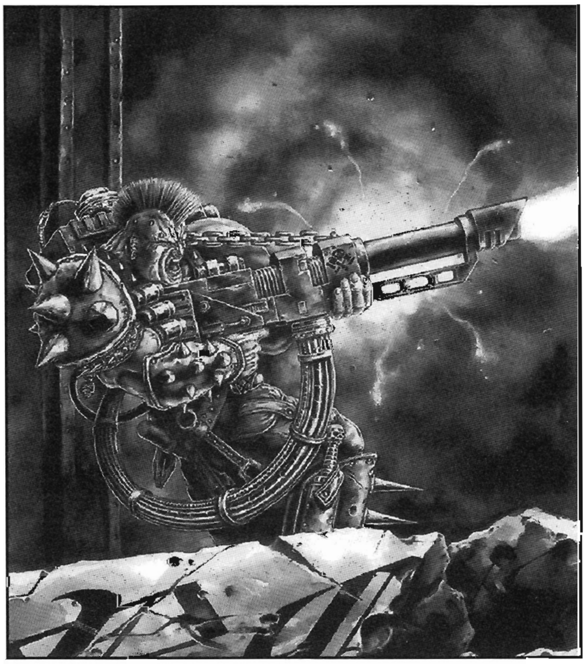
When you are playing a campaign it matters a great deal what happens to fighters who go out of action! They might recover completely ready to fight in the next battle, or they might sustain debilitating injuries. Possibly they are captured by the enemy, or maybe they have to spend a while recovering their strength. Worst of all they might die or be so badly injured they have to retire.

You will notice that the Serious Injuries chart doesn't just include serious injuries, it covers a whole range of things that might befall your fighter. Bear in mind that only models which go out of action are obliged to roll on this chart. Models that suffer flesh wounds do not sustain serious injuries and will always recover fully in time for the next battle.

FIGHTERS DOWN AT THE END OF A GAME

In addition to fighters who go out of action during the game, fighters who are **down** at the end of a game may also go out of action. Roll a D6 for each fighter who is down when the game ends. On a D6 roll of a 1-3 the fighter recovers without further effect. On the D6 roll of a 4-6 he goes out of action.

To find out what happens to fighters who go out of action roll two dice and consult the Serious Injuries chart. The first dice roll represents 'tens' and the second 'units', so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, and so on. This type of dice roll is referred to as a **D66 roll**.



SERIOUS INJURIES CHART (D66)

11-16	*DEAD.* The fighter is killed in action and his body abandoned to the mutant rats of the Underhive. All the weapons and equipment carried by the fighter are lost.
21	*MULTIPLE INJURIES.* The fighter is not dead but has suffered many serious wounds. Roll a further D6 times on this chart. Re-roll any 'Dead' and 'Full Recovery' results.
22	*CHEST WOUND.* The fighter has been badly wounded in the chest. He recovers but is weakened by the injury and his Toughness characteristic is reduced by -1.
23	*LEG WOUND.* The fighter has smashed a leg. He recovers from his injuries but he can no longer move quickly. The fighter's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt.
24	*ARM WOUND.* The fighter has smashed one arm. Although he recovers from his injury his strength is permanently reduced as a result. The fighter's Strength characteristic is reduced by -1 when using that arm. Randomly determine which arm has been hit. Bear in mind that some hand-to-hand weapons use the fighter's own Strength, eg swords.
25	*HEAD WOUND.* A serious head injury leaves the fighter somewhat unhinged. At the start of each game roll a D6 to determine how he is affected. On a 1-3 the fighter is dazed and confused – he is affected by the rules for *stupidity.* On a roll of 4-6 the fighter is enraged and uncontrollable – he is affected by the rules for *frenzy.*
26	*BLINDED IN ONE EYE.* The fighter survives but loses the sight of one eye. Randomly determine which eye. A character with only one eye has his Ballistic Skill reduced by -1. If the fighter is subsequently blinded in his remaining good eye then he must retire from the gang.
31	*PARTIALLY DEAFENED.* The fighter survives but is partially deafened as a result of his injuries. An individual suffers no penalty if he is partially deafened, but if he is deafened for a second time he suffers -1 from his Leadership characteristic.
32	*SHELL SHOCK.* The fighter survives but is extremely nervous and jumpy as a result of the traumatic injuries he has suffered. His Initiative characteristic is reduced by -1.
33	*HAND INJURY.* Wounds to a hand result in the loss of D3 fingers. Randomly determine which hand is affected. The fighter's Weapon Skill is reduced by -1. If a fighter loses all five fingers on a hand then he may no longer use that hand: he may not carry anything in it, and is unable to use weapons that require two hands.
34-36	*OLD BATTLE WOUND.* The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game. On the roll of a 1 the fighter's old wound is playing up and he is unable to take part in the forthcoming battle.
41-55	*FULL RECOVERY.* The fighter has been knocked unconscious or suffers a mildly incapacitating wound from which he makes a full recovery.
56	*BITTER ENMITY.* Although he makes a full physical recovery, the fighter has been psychologically scarred by his experiences. He develops a bitter enmity for the gang that was responsible for his injury. From now on, the fighter *hates* the following (roll a D6). 1-2 The individual enemy who inflicted the injury (if unknown, the gang leader). 3-4 The leader of the gang who inflicted the injury. 5 The entire gang responsible for his injury. 6 All gangs from the same House as the gang that inflicted his injury. If the same House as the fighter, roll again.
61-63	*CAPTURED.* The fighter regains consciousness to find himself held captive by the opposing gang. Captives may be exchanged, ransomed back or sold into slavery. If both gangs hold captives then they must be exchanged on a one-for-one basis, starting with models of the highest value. Any remaining captives must be ransomed back to their own gang if the player is willing to pay the captor's asking price. There is no fixed value for ransom – it is a matter for the players to decide for themselves. Finally, fighters who are neither exchanged or ransomed may be sold to the Guilders as slaves earning the captor D6x5 Guilder credits. Captives who are exchanged or ransomed retain all of their weapons and equipment; if captives are sold their weaponry and equipment is kept by the captors.
64	*HORRIBLE SCARS.* The fighter recovers from his injuries but is left horribly disfigured. His scarred and distorted features inspire *fear* as described in the Advanced Rules section of the Rules.
65	*IMPRESSIVE SCARS.* The fighter recovers and is left with impressive scars as testament to his bravery. Add +1 to the fighter's Leadership characteristic. This bonus applies only once, further impressive scars have no additional effect.
66	*SURVIVES AGAINST THE ODDS.* The fighter regains consciousness alone in the darkness, given up for dead by his companions and overlooked by his enemies. Despite his injuries he makes his way back home, fighting off mutants, rats, and other horrors, and overcoming the endless dangers of the Underhive. He recovers fully and his uncanny survival earns him an additional D6 Experience points.

EXPERIENCE

As gangers take part in fights, those who survive become more experienced and improve their battle skills. This is represented in the campaign game by **experience**.

Gang fighters earn Experience points when they take part in a battle. Once a gang fighter has enough Experience points he gains an advance. This takes the form of either an increased characteristic or a special skill. Gang fighters who survive long enough may progress to become mighty heroes with many special abilities that they have picked up over the course of their combat career.

When fighters are recruited they already have some experience. This is determined as soon as they join the gang. The table below shows how much experience the different types of fighters have to begin with. Make the appropriate dice rolls and record each new fighter's Experience points on your gang roster.

Type of Fighter	Initial Experience Points
Juve	0
Ganger	20+1D6
Heavy	60+1D6
Leader	60+1D6

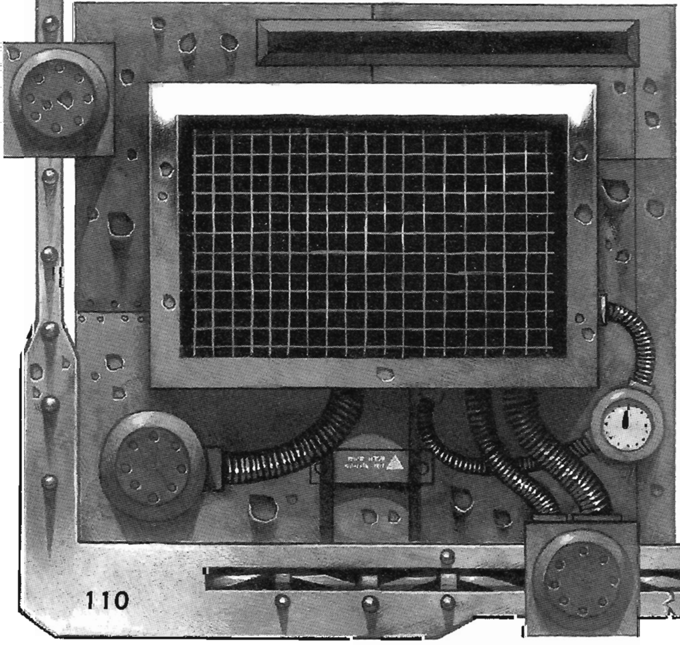
EARNING EXPERIENCE

The Experience points your fighters can earn will depend on the scenario you choose to fight. Different scenarios have different objectives, and consequently the fighters earn experience in slightly different ways. In the *Scavenger* scenario for example, a fighter earns 1 extra Experience point for each piece of valuable loot he recovers.

Extra Experience points are always added to the fighter's total after the game is over.

If you look through the scenarios you will notice that a gang fighter always earns D6 Experience points for surviving a battle. He earns this even if he is hurt or captured – so long as he lives to tell the tale!

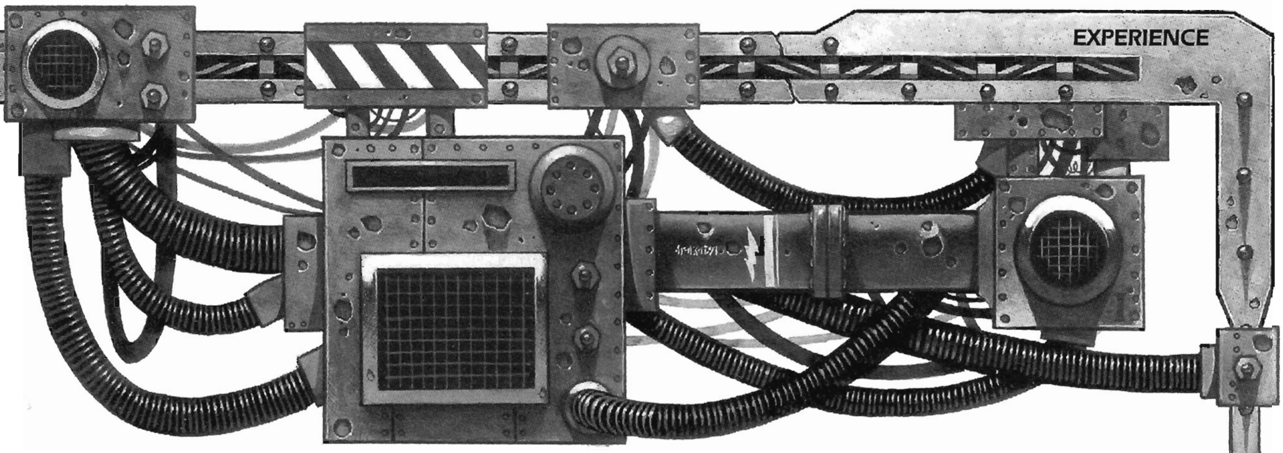
The Scenario section includes full details of the Experience points that can be earned for each scenario.



UNDERDOGS

When a gang fights an enemy gang with a higher gang rating then its fighters earn extra Experience points. The higher the enemy gang's gang rating the more points the underdog earns. The number of bonus points is shown on the table below. This shows the extra points earned for each fighter who survives the battle both for a win and a defeat.

Difference In Gang Rating	Experience Bonus Win/Lose
1-49	+1/+0
50-99	+2/+1
100-149	+3/+2
150-199	+4/+3
200-249	+5/+4
250-499	+6/+5
500-749	+7/+6
750-999	+8/+7
1,000-1,499	+9/+8
1,500+	+10/+9



EXPERIENCE ADVANCES

As fighters earn more Experience points they are entitled to make **Advance rolls**. The table below shows how many Experience points a fighter must earn before he can make a further roll. The roll must be taken immediately after the game when the advance is gained, while both players are present to witness the result.

For example, a newly recruited ganger has 25 Experience points. During his first battle he does well and receives an extra 9 Experience points. This takes his total to 34 and moves him into the next Experience points bracket or level, entitling him to an Advance roll. A further roll is earned when his experience hits 41, 51, 61, 81, etc. You will notice that the amount of experience needed to make advances increases as the fighter becomes more powerful.

JUVES

Once a juve has earned 21 or more Experience points he becomes a fully-fledged ganger. You can replace the model with a ganger model and re-arm the fighter as a ganger rather than a juve. Note that his profile stays the same – however, he is now experienced enough to be a fully-fledged ganger.

Note that when a ganger reaches 61 or more Experience points he does not become a heavy or gang leader but remains a ganger – albeit a particularly tough and dangerous one called a Gang Champion.

EXPERIENCE ADVANCE TABLE

Experience Points	Title	Notes
0-5	Green Juve	
6-10	Juve	
11-15	Juve	
16-20	Top Juve	
21-30	New Ganger	Starting level for Gangers. Juves that reach this level become Gangers.
31-40	Ganger	
41-50	Ganger	
51-60	Ganger	
61-80	Gang Champion	Starting level for Leaders & Heavies
81-100	Gang Champion	
101-120	Gang Champion	
121-140	Gang Champion	
141-160	Gang Champion	
161-180	Gang Champion	
181-200	Gang Champion	
201-240	Gang Hero	
241-280	Gang Hero	
281-320	Gang Hero	
321-360	Gang Hero	
361-400	Gang Hero	
401+	Mighty Ganger	A gang fighter that reaches this level may not advance any further.

ADVANCE ROLLS

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Roll table below.

ADVANCE ROLL TABLE

2D6	Result
2	**New Skill.** Choose any of the Skill tables and randomly generate a skill from it.
3-4	**New Skill.** Select one of the standard Skill tables for your gang and randomly generate a skill from it.
5	**Characteristic Increase.** Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	**Characteristic Increase.** Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
7	**Characteristic Increase.** Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	**Characteristic Increase.** Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
9	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10-11	**New Skill.** Select one of the standard Skill tables for your gang and randomly generate a skill from it.
12	**New Skill.** Choose any of the Skill tables and randomly generate a skill from it.

NEW SKILLS

There are seven types of skill and each has its own separate table: Agility, Combat, Ferocity, Muscle, Shooting, Stealth and Techno. If you refer to these tables you'll see that each offers six different skills.

The types of skill that a fighter can have are restricted by the gang's House and whether the fighter is a juve, ganger, heavy or leader. For example, Goliath juves can only take Muscle and Ferocity skills, Goliath gangers can take Muscle, Ferocity and Combat skills, and so on. These restriction are indicated on the Skill tables.

On the roll of a 2 or 12 the fighter can ignore the normal restrictions for his House or type, and select from any of the Skill tables.

To determine a new skill for a fighter, pick the type of skill you want from those available, then roll a D6 to determine which skill has been learned. If you roll a skill that the fighter already has or that he is not allowed to take for any reason, you may pick any skill of that type.

For example, a player rolls a 3 indicating a new skill for a Goliath juve. Referring to the Skill tables he finds that he may choose between Muscle or Ferocity skills. He decides to take a Muscle skill and then rolls a D6, scoring a 3. Muscle skill number 3 is 'Crushing Blow'. This is noted against the fighter's other details on the gang roster.

CHARACTERISTIC INCREASE

An Advance roll of 5-9 will increase one of a fighter's characteristics. For example a roll of 7 increases either Initiative or Leadership. Roll a D6 to see which of the two characteristic increases applies. To continue our example, a roll of 1-3 means the fighter has gained +1 Initiative and a roll of 4-6 indicates he has gained +1 Leadership.

However, characteristics may not be increased beyond maximum limits as shown on the characteristic profile below. If one of the two characteristics indicated by the advance roll has already reached its maximum level, you must take the other. If both have already been taken to their maximum level, you may choose to increase any other permitted characteristic by +1 instead.

	M	WS	BS	S	T	W	I	A	Ld
Maximum Value	4	6	6	4	4	3	6	3	9

Record characteristic increases for each fighter on the gang roster.

SKILL TABLES

The Skill tables are used to randomly determine skills earned as advances. If you roll a 2 or 12 on the Advance table then you can make a roll on any of the Skill tables on the following pages. Otherwise, your fighter is restricted to specific Skill tables depending upon his House and whether he is a juve, ganger, heavy or leader.

The different characters of the six Houses means that they all have areas of strength and weakness in relation to the skills that are commonly available to them. For example, Goliaths encourage a spartan and rugged lifestyle and Goliath fighters are often physically strong and ferocious. Conversely, they are not very agile or stealthy.

Similarly, a fighter's age and experience count for a great deal in terms of what skills he is able to learn.

The chart below shows what kind of skills are commonly available to fighters of the different Houses. To use the chart, cross reference the fighter against the skill type. If the column is marked '✓' then you can roll on that Skill table. A blank column indicates that you cannot roll for that type of skill unless you rolled a 2 or 12 on the Advance table.

SKILL TYPES AVAILABLE

HOUSE/FIGHTER

CAWDOR	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	✓	✓	-	-	-	-
Gangers	✓	✓	✓	-	-	-	-
Heavies	-	-	✓	✓	✓	-	✓
Leader	✓	✓	✓	✓	✓	-	✓

ESCHER	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	✓	✓	-	-	-	-	-
Gangers	✓	✓	-	-	-	✓	-
Heavies	✓	-	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓

DELAQUE	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	-	-	-	✓	✓	-
Gangers	✓	-	-	-	✓	✓	-
Heavies	-	-	-	✓	✓	✓	✓
Leader	✓	✓	✓	-	✓	✓	✓

GOLIATHS	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	.	-	✓	✓	-	-	.
Gangers	-	✓	✓	✓	-	-	-
Heavies	-	✓	-	✓	✓	-	✓
Leader	-	✓	✓	✓	✓	✓	✓

ORLOCKS	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	-	✓	-	✓	-	-
Gangers	-	✓	✓	-	✓	-	-
Heavies	-	✓	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓

VAN SAAR	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Juves	-	-	-	-	✓	-	✓
Gangers	-	✓	-	-	✓	-	✓
Heavies	-	✓	-	✓	✓	-	✓
Leader	✓	✓	✓	-	✓	✓	✓

AGILITY SKILLS

1. **Catfall.** A model with the Catfall skill halves the distance fallen when calculating the strength of any hits which result from falling. Round fractions down.

2. **Dodge.** A model with this skill receives a 6+ saving throw against hits from shooting or in hand-to-hand combat. This is an unmodified save – ie, it is not affected by a weapon's armour save modifier. The save is taken separately and in addition to any saves for armour.

   If a model successfully dodges from a weapon which uses a template or blast marker then move the model up to 2". As long as his move gets him outside the template area the fighter avoids the hit. Otherwise he may still be hit, even though he has dodged successfully.

3. **Jump Back.** At the start of any hand-to-hand combat phase the model may attempt to disengage from combat by jumping back. Roll a D6. If the score is less than the model's Initiative it may immediately jump back 2" leaving any hand-to-hand opponents behind. If the score is equal to or greater than the model's Initiative it must remain and continue to fight as normal.

4. **Leap.** The model may leap D6 inches during the movement phase **in addition** to his normal movement. He may move and leap, run and leap or charge and leap, but he can only leap once during the turn.

   A leap will take the model over any man-high obstacle without penalty, including enemy models. In addition, the model can leap out of hand-to-hand combat at the end of any hand-to-hand combat phase without suffering any penalty whatsoever.

   The leap may be used to jump across gaps, but in this case the player must commit the model to making the leap before rolling the dice to see how far the model jumps. If the model fails to make it all the way across, then it falls through the gap.

5. **Quick Draw.** A model with this skill can double its Initiative when it makes a fast draw in a gunfight. See the *Gunfight* scenario to find out how this works.

6. **Sprint.** The model may triple its movement rate when it runs or charges, rather than doubling it as normal.

COMBAT SKILLS

1. **Combat Master.** If the model is attacked by multiple opponents in hand-to-hand combat then it can use the enemies' numbers against them. For each opponent over one, add +1 to the model's Weapon Skill.

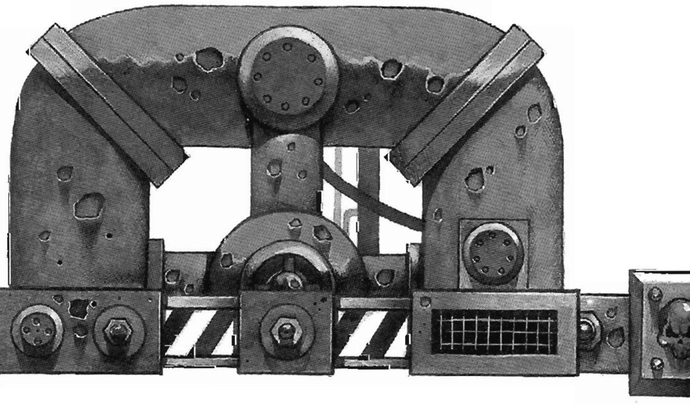
2. **Disarm.** The model may use this skill against one close combat opponent at the start of the hand-to-hand combat phase. Roll a D6. On a roll of 4+ the enemy automatically loses one weapon of your choice. This weapon is destroyed and can no longer be used – it is deleted permanently from the gang roster. A model is always assumed to have a knife, even if he has been disarmed of all his other weapons.

3. **Feint.** The model may 'convert' any parries it is allowed to use into extra attacks at +1 A per parry. The attack is used instead of the parry. The model may choose to feint or parry each time it attacks (eg, you could parry one time and feint the next).

4. **Parry.** A model with the Parry skill may parry in hand-to-hand combat even if he does not have a sword or another weapon suitable for parrying. The model knocks aside blows using the flats of his hands or the haft of his weapon. If the model has a weapon that may parry, it may force an opponent to re-roll up to 2 Attack dice when parrying, rather than just 1.

5. **Counter Attack.** If a model carries a sword he is normally able to parry (force his opponent to re-roll his best Attack dice). However, a parry is cancelled out if the opponent is also armed with a sword or has the Parry skill as described above. If a fighter has the Counter Attack skill and his parry is cancelled for whatever reason, then he may make a Counter Attack – roll an extra Attack dice immediately.

6. **Step Aside.** The model has an uncanny ability to step aside and dodge blows in hand-to-hand combat. If the model is hit in hand-to-hand fighting roll a D6. On a roll of 4+ the model steps out of the way of the blow and is unharmed.

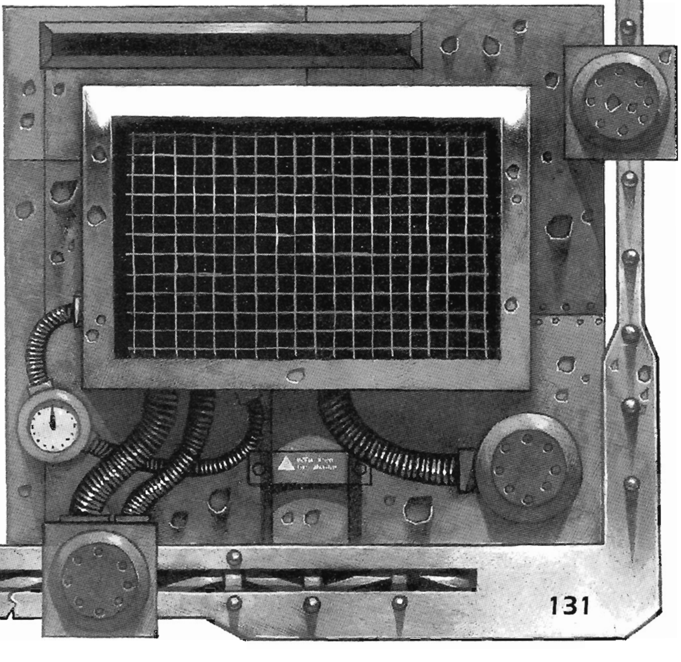


FEROCITY SKILLS

1. **Berserk Charge.** A model with this skill rolls double the number of Attack dice on its profile in the turn when it charges. However, a model making a berserk charge may not parry that turn.
2. **Impetuous.** If a model has this skill he may increase the range of his follow-up move in hand-to-hand combat from 2" to 4".
3. **Iron Will.** Only the gang leader may have this skill. It allows you to re-roll a failed Bottle roll as long as the leader is not down or out of action.
4. **Killer Reputation.** A model with this skill has such a reputation as a vicious and depraved killer that his foes quail when he charges them. This causes *fear* and the enemy must take a psychology test for fear as appropriate.
5. **Nerves of Steel.** If the model fails a dice roll to avoid being pinned it may make the roll again.
6. **True Grit.** Treat a roll of 1 or 2 as a flesh wound when rolling for the extent of injuries. A roll of 3-5 indicates the model has gone down, and a roll of 6 means it is out of action, as normal. When using special injury charts (needle guns, for example) add 1 to the lowest result band in the same way as above.

MUSCLE SKILLS

1. **Body Slam.** The model adds +2 to its WS in the turn when it charges instead of only +1.
2. **Bulging Biceps.** This skill may only be taken by a heavy. The heavy is allowed to move and shoot with weapons that would normally restrict the model to either moving or shooting. However, if the model moves and shoots in the same turn it suffers a -1 to hit penalty.
3. **Crushing Blow.** A model with Crushing Blow skill has a +1 Strength characteristic bonus in hand-to-hand combat. As a fighter's own Strength is used as the basis for calculating the strengths of hand-to-hand weapons the bonus will apply to all such weapons.
4. **Head Butt.** If the model inflicts 2 or more hits in hand-to-hand combat then he may choose to exchange all hits for a single hit with a further strength bonus. The bonus equals +1 for each extra hit scored, so you could exchange 2 S4 hits for a single S5 hit, or 3 S4 hits for a single S6 hit, and so on.
5. **Hurl Opponent.** If you win a round of combat, instead of hitting your opponent you can throw him D6" in the direction of your choice. The thrown model takes a single hit equal to half the distance rolled. If it hits a solid object (such as a wall) before it reaches the full distance thrown it will stop there. If it hits another model, then both models take a hit equal to half the distance rolled. Note that the best way to use this skill is to throw opposing models off tall buildings!
6. **Iron Jaw.** If a model with this skill is hit in hand-to-hand combat reduce the strength of each hit suffered by 1 point.



SHOOTING SKILLS

1. **Crack Shot.** A model with this skill can re-roll the Injury dice when rolling injuries he has inflicted by shooting. You must accept the result of the second roll regardless of the result.

2. **Fast Shot.** If a model has Fast Shot skill he may shoot several times in the shooting phase and not just once as normal. The model can shoot as many times as his Attacks characteristic. He can shoot at the same target or at separate targets as you wish.

   This skill may only be used with pistols and basic weapons. It may not be used with special or heavy weapons as they are far too cumbersome.

3. **Gunfighter.** The model can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he carries two pistols. If he carries a basic, special or heavy weapon he always requires one hand to hold this and so cannot use two pistols at once.

4. **Hip Shooting.** The model is allowed to shoot even if it ran in the same turn. However, if it does so it suffers a -1 to hit modifier and cannot count any bonuses from sights. Note that it is impossible to run and shoot with a heavy weapon, even with the Hip Shooting skill.

5. **Marksman.** A model with the Marksman skill may ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead, he can shoot at any target he can see.

   In addition, a model with the Marksman skill may shoot at targets at extreme range – this is between normal maximum range and half as far again. For example, a lasgun has a normal maximum range of 24" and an extreme range of 24-36". Shots at extreme range suffer the same 'to hit' penalty as long range.

   This skill may only be used with basic weapons. It may not be used with pistols, special or heavy weapons.

6. **Rapid Fire.** If the model does not move in its movement phase it can shoot twice in the shooting phase. This skill only works with one specified kind of pistol or basic weapon which you must choose when the skill is earned. Note this down on the gang roster – eg, Rapid Fire/Bolt pistol.

STEALTH SKILLS

1. **Ambush.** The model is allowed to go into overwatch and hide in the same turn. Normally a fighter must expend his entire turn to go into overwatch, but a fighter with the Ambush skill may do both.

2. **Dive.** A model with this skill can run and hide in the same turn. Normally a fighter who runs cannot hide in the same turn, but a fighter with Dive skill can run *and* hide.

3. **Escape Artist.** This model may never be captured after a battle. If you roll a 'Captured' result on the Serious Injuries table then the fighter escapes unharmed together with his equipment.

4. **Evade.** The model ducks and weaves as he moves making him very hard to hit. Any enemy shooting from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This penalty only applies if the fighter is in the open and not if he is behind cover.

5. **Infiltration.** A model with this skill is always placed on the battlefield after the opposing gang and can be placed anywhere on the table as long as it is out of sight of the opposing gang. If both players have models that can infiltrate roll a D6 each, lowest roll sets up first.

6. **Sneak Up.** Any sentry attempting to spot this model must halve his normal spotting distance. Rules for sentries and spotting are covered in the relevant scenarios.

TECHNO SKILLS

1. **Armourer.** The armourer checks all the weapons being used by the gang before the battle starts. Any model in the gang may add +1 to any and all Ammo rolls (including a roll to determine if a weapon explodes). A roll of 1 is always a failure regardless.
2. **Fixer.** Gangers only. If the model is used to work a piece of territory with a randomly generated income, you may re-roll the dice if you do not like the first result. You must accept the result of the second roll.
3. **Inventor.** Roll a D6 after each battle. On a roll of 6 the model has invented something! Randomly select an item from the price chart in the Trading Post section. Whatever is selected is the item that has been invented.
4. **Medic.** The model has some experience of patching up his fellow fighters. If your gang includes a fighter with this skill you can re-roll a result on the Serious Injury table for one model after a battle.
5. **Specialist.** This skill may only be taken by juves or gangers. It allows the model to be armed with a special weapon.
6. **Weaponsmith.** A model with this skill may ignore failed Ammo rolls and weapon explosions on a D6 roll of 4+.

'This one's BIG!' exclaimed the larger of the two trappers as they carefully approached the coiled serpent.

The snake regarded them with cold obsidian eyes. It perceived two men, one old and lean, the other a youngster but big and clumsy-looking. Its forked tongue flickered in and out as it tasted the strong man-scent.

'Quiet Cleitus,' mumbled the older man. 'He's got the taste of us.'

Abel, ancient and wiry, held the long catchpole ready. The sprung metal jaws were open, ready to bite, held in place by a tiny trigger. The snake rose up on its coils and hissed at the intruders.

The old catcher struck with practised expertise. The jaws of the catchpole snapped shut upon the serpent's neck. Its coils erupted into a frenzy of movement, lashing about as it struggled to free itself from the steely grip.

Abel hung on to the long shaft, fully aware that should the creature free itself then a single bite from its fangs would bring instant death. The thrashing coils turned the pole this way and that, so that it was almost wrenched from his hands. The old catcher hung on grimly.

'Net him! Net him Cleitus you damn fool!' he shouted, 'What are you waiting for!'

Cleitus ran forward and hurled the heavy net. The net fell upon the snake, its weights dragging the creature down to the ground where it lay thrashing and twisting, but safely contained. Cleitus, having heaved the net with all his might, overbalanced and toppled backwards into the dust.

'Must be ten metres long,' gasped Cleitus picking himself up and brushing the dirt from his clothes.

Abel wiped the sweat from his brow and grunted. The snake was quiet. He released the bloodied jaws and laid down the pole.

'Should fetch a few credits in Dust Falls,' he agreed. 'There's a few barrels of Wild Snake in that beauty, and just look at the hide! Let's bag him quick.'

Cleitus pulled on a pair of armoured gloves and reached into the net. He caught the creature behind the neck and pulled it out.

'Dead. Good,' he muttered. The creature's head hung limply from its torn and bloody neck. The steel jaws had killed it in the end.

The two men gradually worked the snake from under the net and into a large leather bag. Then they tied the bag to the end of the catchpole and slung it between them. It was almost a day to Dust Falls and the snake was heavy. Its meat would keep, snakes brewed better well hung anyway, but the skin would be ruined if they delayed.

'You know Abel,' said Cleitus after they had walked for about two hours. 'I've been thinking... This is such a big snake How'll they fit it in the bottle?'

Abel shook his head and let out a long sigh. 'I guess they'll need a real big bottle,' he replied.

TERRITORY

The gang's territory represents local resources that the gang members can exploit in various ways. It includes nearby wastes where the gang can scavenge for the odd bit of ore or scrap, and encompasses the efforts of the fighters' friends and relatives who may live inside the big settlements or in out-holes nearby. Territory also represents contacts that the gang has developed with local workshops or the owners of drinking holes and gambling dens.

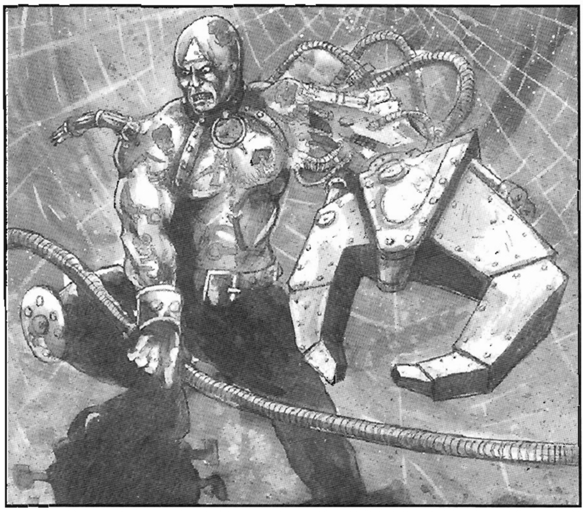
YOUR TERRITORY

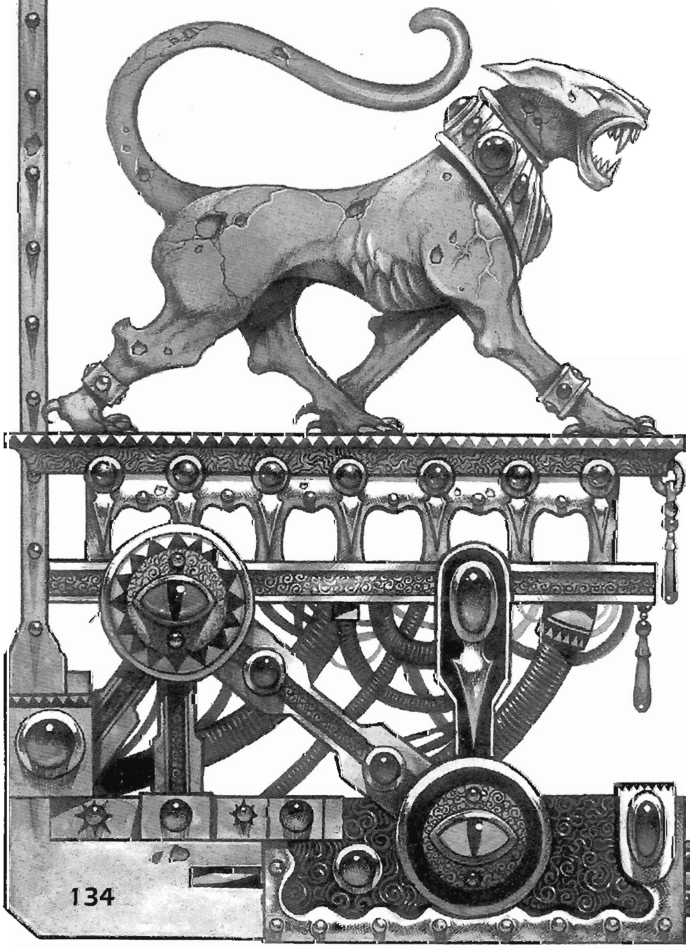
Every gang begins with five territories generated from the Territory table (see overleaf). Some scenarios allow gangs to gain extra territory or lose it to their rivals (see the Scenario section). The more and better territory a gang has the richer it will become.

There is room to record the gang's territory and how much income it generates on the left of the gang roster sheet. To begin with, players randomly generate five territories and record them on their roster.

INCOME

At the end of a battle a gang can collect income from its territories as described below. This is done as soon as the game is over so that players can witness each other's dice rolls.





Each ganger who survives the game without going out of action can generate income from any one of the gang's territories. This represents his efforts scavenging the wastes, trading, working, running gambling sessions, collecting money owed and dealing with favoured contacts.

Fighters who go out of action during or after a game cannot generate income. They are recuperating instead. Remember, fighters who are still down at the end of a game must test to see whether they recover or go out of action.

Fighters who sustain flesh wounds can collect income as normal. Their wounds are superficial and make no difference to their normal activities.

Leaders, heavies and juves never collect income – only gangers do so. Leaders spend their time organising the gang's affairs and sussing out the local news. Heavies spend their time maintaining their own weapons, repairing the gang's other weaponry, and trading for or making new ammunition. Juves get used as dogsbodies and make no appreciable difference to the gang's income.

COLLECTING INCOME

Each ganger can generate income from one territory. The player chooses the territories he wishes to collect income from and adds up the total amount generated. Most territories generate a variable income: D6x10 or 2D6x10 credits, in which case the player makes the appropriate dice rolls to determine the total.

Regardless of how many territories or how many gangers a gang has it may never collect income from more than ten.

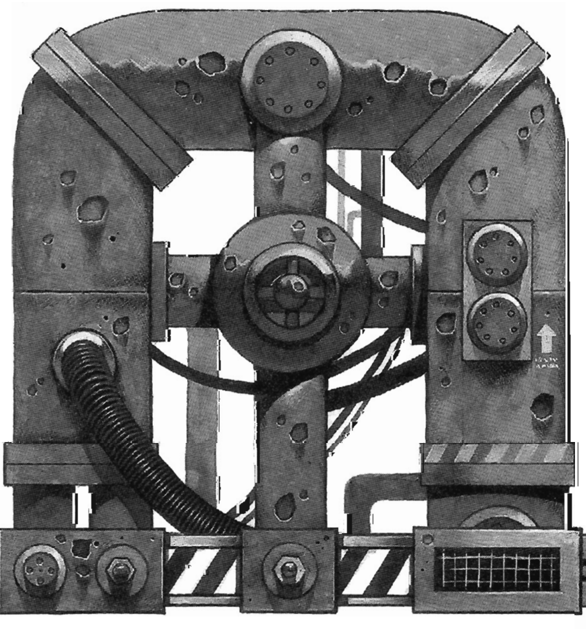
The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. This is determined by cross referencing the gang's income with the number of models in the gang.

The more models in a gang the more it costs to maintain, to buy ammo, grub, booze and so forth. The number indicated on the chart below is the profit in credits earned after deducting basic maintenance costs. The profit is added to the gang's stash.

	NUMBER OF MODELS IN GANG						
INCOME	**1-3**	**4-6**	**7-9**	**10-12**	**13-15**	**16-18**	**19+**
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560-669	155	150	145	135	125	100	70

EXAMPLE

A gang consists of a leader, two heavies, four gangers and three juves. The gang fights a battle and two of the gangers go out of action but survive to fight another day. After the game is over the player works out his income. He has only two remaining gangers to work the gang's territories. These naturally collect income from the two best territories held by the gang, which happen to be Old Ruins (10 points) and Mine Workings (D6x10). A roll of '4' for the mine gives a total of 10+40 = 50 credits. There are 10 fighters to support so the gang is left with a total of 15 credits profit to add to its stash.



GIANT KILLER BONUS

When a gang fights and beats an enemy with a higher gang rating it receives extra income. The gang's contacts are impressed by its success and local traders are keen to expand their dealings with the new Giant Killers.

The chart below shows the extra income a gang earns after beating an enemy with a higher gang rating. Note that this is added to the income earned from territory, not to its profit.

Difference In Gang Rating	Income Bonus For Winning
1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1,000-1,499	+200
1,500+	+250

SPENDING THE STASH

You can spend stash on weapons, hiring new fighters, or any of the items available at the trading post. See the Trading Post section for details.

TERRITORY TABLE

D66 Roll	Territory	Income	Description
11	Chem Pit	2D6	An extensive and highly dangerous chemical pit lies nearby. The pit is a source of constantly changing chemicals, sulphurous deposits, and all kinds of poisonous and corrosive substances. If you want to collect chemicals from the pit you gain 2D6 credits. The work is extremely hazardous. If you roll a double or a 6 when working out your credits then the ganger falls into the chem pit but manages to haul himself free. He struggles back to base horrifically scarred, his skin covered with blisters. His appearance is so foul that from now on he causes *fear*. No income is collected.
12-16	Old Ruins	10	There is an exposed area of ancient ruins not far from your settlement. If a ganger searches through the ruins he may find scrap pieces of archeotech, bits of old metal, or interesting old curios – enough to sell for 10 credits.
21-25	Slag	15	Near your settlement there is an extensive network of tunnels and crawlholes full of iron slag and other solidified chemical wastes. A ganger can work the slag by breaking it up ready to sell to the local Guilders for 15 credits.
26	Mineral Outcrop	D6x10	Not far from your settlement there is an outcrop of mineral wastes where a ganger can collect valuable sparstones, adonite crystals, igneous adamantorite, or one of the many other kinds of mineral gems that are formed in the Underhive. You will earn D6x10 credits by searching the outcrop for precious stones.
31-35	Settlement	30	The families of your gang fighters own holes or workshops inside the settlement where the gang is based. These holdings help to support the gang by providing food, shelter, and a vital link with the local traders. If a ganger visits his family he collects 30 credits. In addition, whether the territory is used or not, there is a chance of a young relative leaving the settlement to join your gang. Roll a D6 after each game. On the roll of a 6 you may recruit a juve for free. You will have to pay for his weapons though.
36	Mine Workings	D6x10	In a secret location in the wastes your gang has discovered a mine. The excavations yield carnotite gems or some other valuable ores or stones. Friends of the fighters are already working in return for a slice of the proceeds. You can collect D6x10 credits as your share of the profits to date. If you capture an enemy fighter then you can put him to work in your mine instead of selling him to slavers. Each captive worker adds +1 to your D6 dice roll for income from the mine.
41-42	Tunnels	10	Your gang has found a buried entrance to a labyrinth of ancient service ducts beneath the dome floor. When the gang fights a battle it can use these ducts to position up to three fighters anywhere on the battlefield at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters working their way behind the enemy using their secret tunnels.
43-44	Vents	10	The gang has found a concealed entrance into a network of ancient ventilation shafts. When the gang fights a battle it can use these vents to position up to three fighters anywhere on the battlefield above ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters working their way over and around the enemy using their secret air shafts.
45-46	Holestead	D6x10	One of the gang fighters comes from a holestead out in the wastes. The hole produces a crop of nutritious slime which the ganger can help his family carry to the local trade post in return for D6x10 credits' cut of the proceeds.
51-52	Water Still	D6x10	The gang has discovered and renovated an old water still out in the wastes. The still is worked by the family or friends of one of the gangers. Guilder slave trains carry the water to local settlers making the gang a share of the proceeds amounting to D6x10 credits.

To generate a random territory from this table roll two dice. The first dice roll is taken as 'tens' and the second as 'units'. This is called a D66 roll.

D66 Roll	Territory	Income	Description
53-54	Drinking Hole	D6x10	Your gang leader has inherited an old drinking hole in payment of an outstanding gambling debt. The hole earns a small sum and also provides the gang with a convenient base in the local settlement. You can visit the drinking hole to collect your share of D6x10 credits.
55-56	Guilder Contact	D6x10	A local Guilder has offered you favourable rates in return for your business. As a result you are able to increase your income substantially. If you wish to deal with your Guilder contact you gain an extra D6x10 credits. If you recover any loot during a fight you can trade it in to your Guilder contact for an extra +5 credits income for each item.
61	Friendly Doc	D6x10	One of the local medical practitioners has offered to patch up your wounded fighters at favourable rates in return for blood and tissue donations from your gangers. If a ganger wants to part with a few pints of blood or some other renewable tissue you gain D6x10 credits. The Doc will also give you D6x5 credits for the body of any of your fighters who dies in combat, providing him with a useful supply of organs and limbs for transplant.
62	Workshop	D6x10	The family or friends of one of your gang fighters runs a workshop in the local settlement. You can trade in bits of scrap or other odds and ends in return for cheap repair work or cash. If you want to visit the workshop you earn D6x10 credits. In addition, thanks to your workshop's meticulous care, you always ignore the first Ammo test during a battle. It is assumed you pass the test and no dice are rolled. Note that this only applies to the first test, not to subsequent ones.
63	Gambling Den	2D6x10	Your gang runs a gambling den in an old disused hole in your settlement. Although the income from running a game is good, it is a risky business because Underhivers are notorious cheats and bad losers too. If you decide to run a gambling session you receive 2D6x10 credits. However, if you roll a double you lose that number of credits from that turn's income instead – eg, on a double 4 you lose 80 credits. Note that losses are deducted from your income before making reductions for basic running costs. If a gang is unable to pay gambling debts out of its income then the difference must be made up from its stash. If this still isn't enough to cover the gang's debts then weapons or equipment must be sold off.
64	Spore Cave	2D6x10	Your gang has discovered a hidden cave where many kinds of rare fungi grow, such as pearl spore and iron mould. A ganger can harvest the fungi and sell it to local traders for 2D6x10 credits. If you roll double 1 when harvesting fungus the collecting ganger has contracted Spore Sickness. This is a fungal disease in which plump and colourful fungi sprout from all over the victim's body. Spore Sickness is not lethal and recovery is automatic, but the ganger will not be able to take part in future battles until he recovers by rolling a 4, 5 or 6 at the start of a game. Once recovered he may fight as normal.
65	Archeotech Hoard	2D6x10	Your gang has discovered a hidden entrance into a small unexplored dome. A ganger can collect remnants of ancient technical devices which can be sold for 2D6x10 credits. So long as your gang is careful not to sell too many items at once no one will suspect that you have discovered a new dome. No risk is incurred by collecting 2D6x10 credits. However, if you want to work the dome more intensely you can do so. A ganger can collect 3D6x10, 4D6x10, 5D6x10 or even 6D6x10 from the hoard, but if he rolls any doubles at all then he has been spotted entering the dome. You still collect the income rolled but the hoard is secret no longer and it is immediately stripped bare by treasure hunters. The territory then becomes an area of Old Ruins instead.
66	Green Hivers	Choose	You befriend a group of settlers who have migrated from Hive City to the Underhive to start a new life. Possibly your gang has chanced upon the settlers lost or dying in the wastes. Maybe they are relatives or friends of one of your gang fighters who have deliberately sought him out. Thanks to your contacts and influence you are able to give the green hivers a good start, and naturally they are grateful for your assistance and only too pleased to help in the future. You may choose any type of territory from the chart. The territory represents the vocation of the settlers or a discovery they have chanced across in their journey to the Underhive. The territory yields the appropriate income for its type.

THE TRADING POST

Every medium-sized settlement has at least one trading post where Guilders and local traders sell their goods and buy items they want. The Guilders also act as bankers, exchanging items for credit which can be spent in any trading post in the Underhive.

The trading post in a large settlement might enclose a substantial area with many traders offering goods and services. Small settlements are served by travelling Guilders, poor cousins to the rich merchants of the Hive City, itinerant tradesmen who hike their wares from one place to another.

SPENDING CASH

After every game a gang can collect income from its territories as described earlier. Cash can be spent on recruiting new fighters and on new equipment for the gang.

NEW RECRUITS

New fighters are recruited in the same way as the original gang. Refer to the Recruiting a Gang section. New recruits may be armed with any of the weapons described in the Gang Recruitment list, but cannot be given other equipment until they have fought at least one battle.

Gangs can recruit whatever type of fighter the player wishes, but the usual restrictions apply regarding the number of leaders, heavies and so on. For example, a player cannot recruit a second leader or have more than two heavies in a gang.

RECRUITING HIRED GUNS

Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns section for details. Hired Guns are wanderers who are willing to sell their expert skills to anyone prepared to pay.

WEAPONS

If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the equipment available in the Underhive, not just the common weapons included in the Recruitment charts. Rarer items and weapons are not always available and vary in price.

WHEN TO BUY

Players should preferably complete their recruiting and trading after the battle is over, making any appropriate dice rolls while both players are present.

Alternatively, players may prefer to wait until the heat of battle has cooled and they are able to consider purchases more carefully. Determine which rare items are offered for sale whilst both players are together. The players can then work out what they will buy later.

TRADING

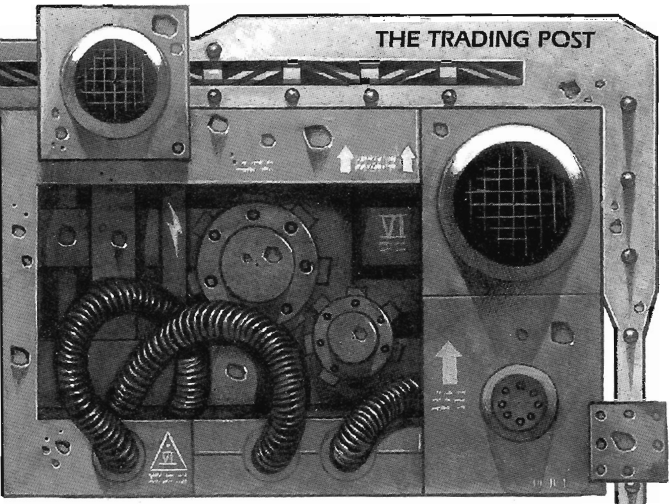
Common items can be bought quite readily in any Underhive settlement, either from a trading post or directly from a workshop. Players can purchase as many of these items as they want. The price for common items is fixed, so players always pay the same for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn up for sale and the price asked is often way above their true value. Players must be prepared to snap up useful items as they are offered, especially the really hard-to-get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the trading posts and visits his contacts in the drinking holes and gambling dens.

Roll a D66 for each item and consult the Rare Trade chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Note that each player rolls separately for his trading – the gangs don't necessarily hide out in the same place nor do they have the same contacts. One player cannot buy goods offered to another.



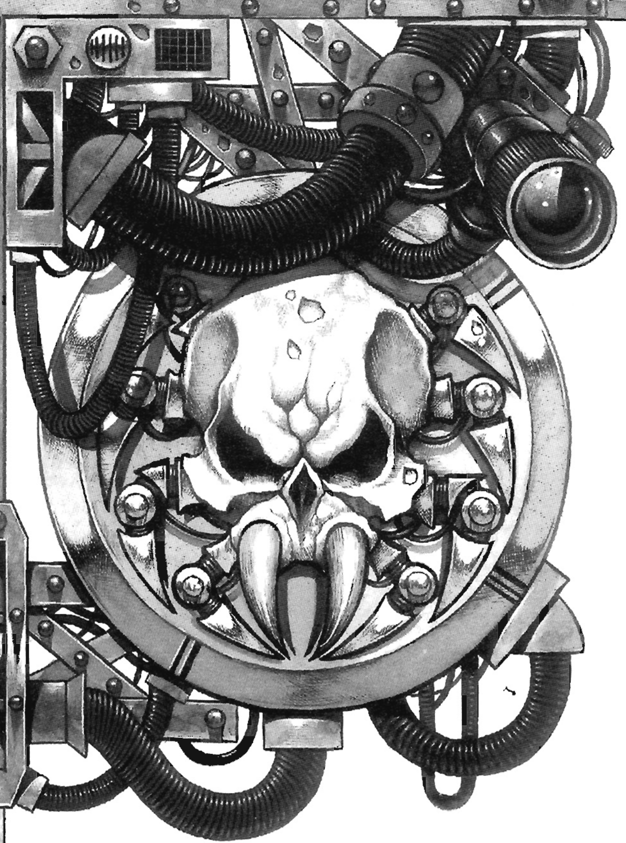
GANGERS AND TRADING

If a player wishes he can use a ganger to search around the trading post and make enquiries about further rare items which might be for sale. A ganger who does this cannot collect income from the gang's territory that turn; searching out rare items is an alternative to collecting income. For each ganger employed in this fashion you may add a further +1 randomly generated rare item to the list of those offered for sale.

RARE TRADE CHART

The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

D66 Roll	Item
11-14	Power Weapon – Roll a D6: 1 – Power Axe 2 – Power Fist 3 – Power Maul 4-6 – Power Sword
15	Rare Weapon – Roll a D6: 1-3 – Needle Weapon. Roll a D6. 1-4: Needle Pistol, 5-6: Needle Rifle 4-5 – Web Pistol 6 – One in a Million Weapon
16	Gas Grenades – Roll a D6: 1-2 – Choke 3-4 – Scare 5-6 Hallucinogen
21-22	Grenades – Roll a D6: 1 – Melta Bomb 2-3 – Photon Flash Flare 4 - Plasma Grenade 5-6 – Smoke Bomb
23-24	Hotshot Laser Power Pack
25-31	Gunsight – Roll a D6: 1-2 – Red-Dot Laser Sight 3 – Mono Sight 4 Telescopic Sight 5-6 – Infra Red Sight
32-34	Armour – Roll a D6: 1-4 – Flak 5 – Carapace 6 – Mesh
35	Bionics. Choose one of: Bionic Arm, Bionic Eye, Bionic Leg.
36	Auto-repairer
41	Bio-Booster
42	Bio-Scanner
43	Blindsnake Pouch
44	Concealed Blade
45	Grav Chute
46	Grapnel
51	Infra-Goggles
52	Isotropic Fuel Rod
53-54	Medi-pack
55	Mung Vase
56	Ratskin map
61	Screamers
62	Skull Chip
63	Silencer
64	Stummers
65-66	Weapon reload



SELLING

A player may wish to trade-in weapons at the same time as he buys new ones. After all, as gangs get more powerful they often abandon their earlier armament in favour of something better. However, the second-hand value of equipment is not high due to the considerable wear and tear inflicted on it by your fighters.

Gangs can automatically sell equipment for half its listed price. In the case of rare weapons which have a variable price the gang receives half of the fixed cost component only (delicate machinery taking a particular hammering in combat). For example, a Red-dot laser sight costs 40+3D6 credits so it can be sold for 20 credits.

Alternately, old weaponry can be hoarded for future use (make a note on the gang roster) or it can be swapped around the gang from one fighter to another (though not between gangs). As the value of old weapons is low compared to the cost of equipping new recruits, a gang can usually find a use for its cast off armaments.

PRICE CHART

The following charts indicate the cost of items available for sale at the trading post. The cost of rare items is included, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of an item is variable and includes a base cost plus a variable extra amount, for example, 40+3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it.

HAND-TO-HAND WEAPONS

Item	Cost	Availability
Sword	10	Common
Chainsword	25	Common
Club, Maul or Bludgeon	10	Common
Chain or Flail	10	Common
Knife (Nb 1 knife is free)	5	Common
Massive Axe, Sword or Club	15	Common
Power Axe	35+3D6	Rare
Power Fist	85+3D6	Rare
Power Maul	35+3D6	Rare
Power Sword	40+3D6	Rare

PISTOLS

Item	Cost	Availability
Autopistol	15	Common
Bolt Pistol	20	Common
Hand Flamer	20	Common
Laspistol	15	Common
Needle Pistol	100+4D6	Rare
Plasma Pistol	25	Common
Stub Gun	10	Common
Web Pistol	120+4D6	Rare

BASIC WEAPONS

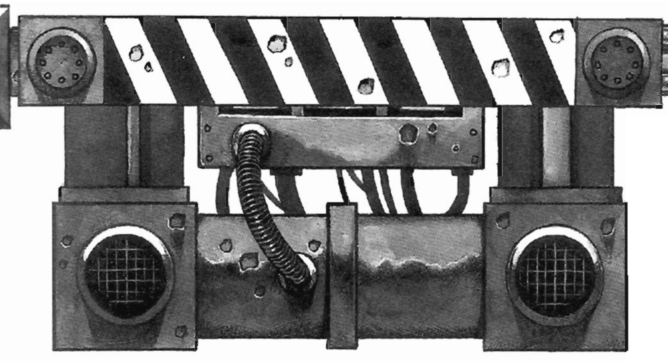
Item	Cost	Availability
Autogun	20	Common
Boltgun	35	Common
Lasgun	25	Common
Shotgun (solid shot + scatter shells)	20	Common

SPECIAL WEAPONS

Item	Cost	Availability
Flamer	40	Common
Grenade Launcher (Grenades extra)	130	Common
Melta-gun	95	Common
Needle Rifle	230+4D6	Rare
Plasma Gun	70	Common

HEAVY WEAPONS

Item	Cost	Availability
Auto-cannon	300	Common
Heavy Stubber	120	Common
Heavy Bolter	180	Common
Heavy Plasma Gun	285	Common
Lascannon	400	Common
Missile Launcher (Missiles extra)	185	Common



GRENADES

Item	Cost	Availability
Choke gas grenades	15+2D6	Rare
Frag grenades	30	Common
Hallucinogen gas grenades	40+4D6	Rare
Krak grenades	50	Common
Melta Bomb	40+3D6	Rare
Photon Flash Flare	20+2D6	Rare
Plasma grenade	30+3D6	Rare
Scare gas grenades	20+2D6	Rare
Smoke Bomb	10+3D6	Rare

MISSILES

Item	Cost	Availability
Frag Missiles	35	Common
Krak Missiles	115	Common

SPECIAL AMMO

Item	Cost	Availability
Man-Stopper Shotgun shell	5	Common
Hot Shot Shotgun shell	5	Common
Bolt Shotgun Shell	15	Common
Hotshot Laser power pack	15	Rare
Dum-dum Bullets for Stub gun	5	Common

GUNSIGHTS

Item	Cost	Availability
Red-Dot Laser Sight	40+3D6	Rare
Mono Sight	40+3D6	Rare
Telescopic Sight	40+3D6	Rare
Infra Red Sight	30+3D6	Rare

ARMOUR

Item	Cost	Availability
Flak	10+2D6	Rare
Carapace	70+3D6	Rare
Mesh	25+3D6	Rare

BIONICS

Item	Cost	Availability
Arm	80+3D6	Rare
Eye	50+3D6	Rare
Leg	80+3D6	Rare

MISCELLANEOUS

Item	Cost	Availability
Auto-repairer	80+4D6	Rare
Bio-Booster	50+4D6	Rare
Bio-Scanner	50+3D6	Rare
Blindsnake Pouch	30+2D6	Rare
Clip Harness	10	Common
Concealed Blade	10+D6	Rare
Filter Plugs	10	Common
Grav Chute	40+4D6	Rare
Grapnel	30+4D6	Rare
Infra-Goggles	30+3D6	Rare
Isotropic Fuel Rod	50+4D6	Rare
Lobo-chip	20	Common
Medi-pack	80+4D6	Rare
Mung vase	D6x10	Rare
One in a Million Weapon	As Weapon x 2	Rare
Photo-Contacts	15	Common
Photo-Visor	10	Common
Ratskin map	D6x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
Skull Chip	30+3D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon Reload	Half Weapon base cost	Rare

ADJUSTING THE GANG RATING

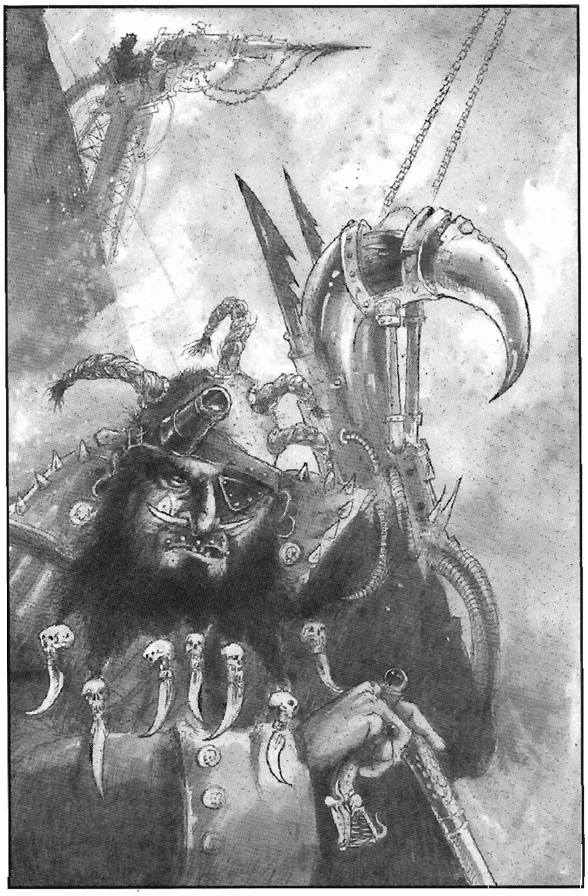
The gang rating of each gang is equal to the value of its fighters plus their Experience points. As the value of fighters includes their equipment, players must alter the sub-totals on the gang's roster sheet every time equipment is bought or sold.

Any weaponry or other equipment that the gang keeps but does not give to a fighter is hoarded. It remains unissued in your hideout and its value is not included in the gang rating.

Where the cost of equipment varies the variable amount is discounted when calculating a fighter's total worth. So, a fighter with a bionic leg is worth an extra 80 credits not 80+3D6. The variable cost of rare weaponry and other equipment represents an additional 'rarity' cost charged over and above the actual worth of the item.

DEATH OF A FIGHTER

When a fighter is killed all of his equipment and weaponry is lost. This is a very important rule, so be sure to be clear about it right from the start. It is not possible to reallocate a fighter's weapons or equipment once he is dead.



Call me Kruknek, the Outcast, only survivor - may the gods forgive me - of that ill-fated slimedrifter Hydra. It seems now a lifetime ago since we set out upon the toxic sump deep in the black heart of the hive to hunt the savage Raft Spiders of the underworld. Their eyes, diamonds of purest white shot with crimson, are much prized by the masters of the Spire.

We churned across the many-hued effluent where violent swells released gaseous flaming balls that rose into the overhead caverns and lit our path. The captain, Haagan Valgotha, had not left his cabin since we set forth, but in the silence of dog watch we heard heavy footfalls from within.

Many days passed before we spied our first brood, their grey bodies skimming the filthy depths in the distance. At the sound of our cries he walked onto the greasy deck, his presence filling us with dread. Valgotha. A giant of a man, hair red as blood, face a tissue of scars, dressed in black but for the gleaming white spider fang that made his right leg. He glared at each of us in turn, black soulless eyes glinting in the half-light and with a scream of triumph he held above his head a diamond, a diamond of exquisite beauty, a diamond that was to be our doom.

'Men of the Hydra,' he said. 'Men of the Hydra. In my hand I hold the key, the key to a life of riches, a life beyond your wildest dreams. This crystal will give you everything. Never again to feel the beast of work at your back. Never again to feel the pain of an empty belly. Never again an empty bottle. For this diamond the very Lords Helmawr will fall at your feet and all I ask in return is the hide of one spider. But, my lads, a very particular spider.'

We hung upon his every word, mouths open, eyes wide as he spoke.

'The beast I speak of is white. Yes - she's the last of the White Mares of Varan. And, oh by the gods she's big! She'll cast a shadow on your souls, a dark shadow. The thing is covered with the scars of Ratskin harpoons, yet no man has put her under. I myself came close once but she took my leg. In return I took a fang and this bauble.'

He held towards us the diamond, tempting each man with its glittering surface.

'Some say this was a fair exchange, I say not! I want her hide, so mark my words and mark them well... '

At that he drew himself to his full height, cruel fire burning in his eyes, and said, 'Are you with me?'

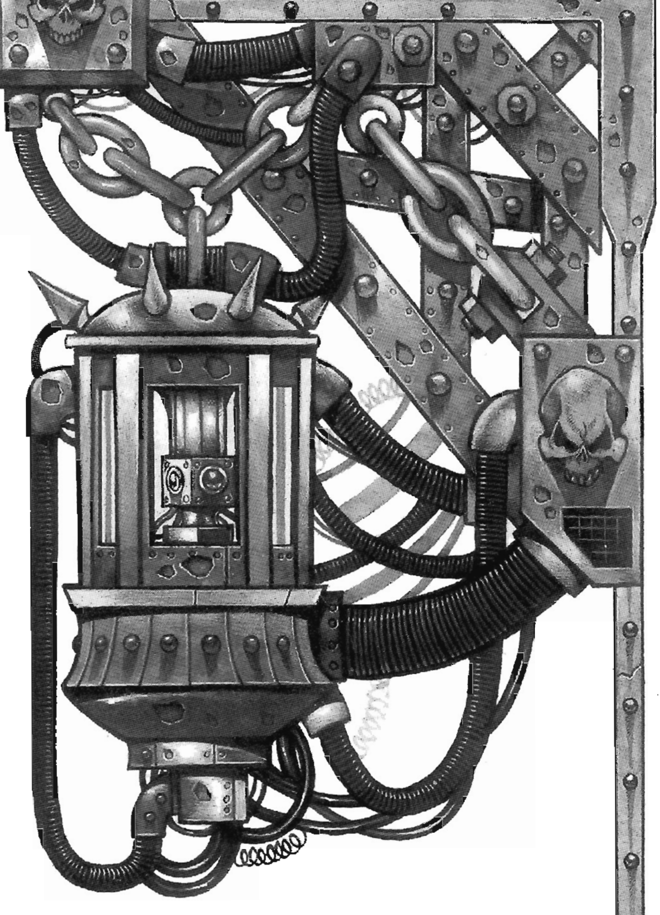
To a man we would have followed him to the gates of hell and back so fired up were we by his thunder. The Ratskins ran frantically about the deck, harpoon guns at the ready, while we lowered our gas skiffs onto the poisoned sump lake. Meanwhile Valgotha urged us on with curses and threats from the deck of the Hydra as one by one, our engines roaring, we sped towards our prey leaving plumes of oily smoke in our wake.

My harpooner, Skyle, a leathery Rat, stood ready at the skiff's prow, his gun held high, face and bare torso covered in spider kill marks. Then we were upon them. The spider whelps we ignored, the grazing stallions we hit unmercifully. They fought back savagely but we'd attacked at full speed and with complete surprise. Harpoon shots rang out, blades honed to a lethal razor's edge pierced the upper hide of the spiders' backs with ease. Their yellow blood oozed freely and mixed with the putrid slime of the lake.

I brought the skiff about, engines throttled back, and stopped beside our first kill. Skyle jumped onto its lifeless carcass and crawled towards the beast's head. Drawing his knife he prised free the creature's eyes, all the while chanting a Ratskin prayer to the spirits of the underworld. Then with one deft blow he punctured the spider's venom sac and drank deeply from the fountain of violet poison. To any other, one drop of this fluid meant a slow and agonising death, but these spider hunters of many generations had built up an immunity and rather than kill them it filled the Ratskins with indescribable ecstasy. Precious stones meant nothing to this man. The venom was his reward and he wanted more.

Having made fast the kill Skyle directed me towards the next target. Gunning the gas converter to full power we carried on the hunt. Skiffs sped about the enraged creatures as one by one they were harpooned and slain.

Death had come swiftly, death had been absolute. We killed them all. Each skiff towed the floating corpses of many spiders. Ratmen gorged on venom stood erect at the front of each small craft, eyes glowing violet as they chanted prayers to invisible spirits.



Weighed down by our catch I turned the skiff and slowly approached the Hydra. It was then that the mare spiders struck from the depths. Piercing screams burst from the rearmost craft. I turned and saw a skiff tossed into the air, its two crewmen hit the murky lake. Corrosive fluids burned and ate their flesh. Before we knew it five skiffs were gone, ripped to pieces by the spiders or upturned and dissolved in the hellish sump water. Regaining our senses, we cut free our catches and engaged in a fight to the death with the fell creatures.

Skyle fought like a devil. Each harpoon hit its mark as I drove the skiff in manic circles around the deadly mares. My heart lifted, we seemed to redress the balance as our remaining crews fought desperately for their lives. Then, as if by a miracle, the spiders drew off. We watched exhausted as their huge grey backs ploughed away through the oily surface. But our new found hope was short-lived. At about five hundred yards to starboard they turned to face us, ten to twelve mighty mare spiders, their innumerable eyes burning with hatred, studied us with evil intent.

I heard Skyle and the other Ratskins bless their harpoons in readiness, but the spiders did not attack again. Instead, almost imperceptibly at first, they started to wail. I tell you, this sound will be with me to my grave. I tried in vain to shut it out by jamming my hands over my ears but it was no use. I felt my head would burst the pitch was so intense. Then, by god, it came. I had seen many things on my voyage through the underworld of the Hive Bottom, countless abominations that defy description, but this was beyond all reason. A white mare spider, a mountain of pale flesh, legs like the pistons of some great engine, albino eyes red with the fires of hell, bore down upon us, its wide mouth revealing rows of dread white fangs dripping venom.

To a man we screamed at the sight of the awful creature. Skyle threw down his harpoon and fell to his knees in terror as the thing hit us head on. I jerked into action and swung my craft around, fired the engine and headed towards the Hydra. I could hear above the engine the cries of my doomed companions as I left them behind. The Hydra lay before me. I was nearly there when my skiff lurched in the wake of the great beast as it passed me. I was not its target.

The Hydra sat a hundred tons in the sump lake, but the spider hit the slimedrifter head on again and again and again. At first I thought the Hydra would hold, but then with a sickening yaw she began to list as the spider pulled itself out of the scum, its forelegs sprawled across the deck. It was only now the full horror of the thing was revealed. Its back was covered with hundreds of scars and broken harpoons, while great pulsing veins traced its massive underbelly where, to my utter dismay, hundreds of her offspring clung tightly to folds in the creature's skin.

Above the bedlam I heard him, Haagan Valgotha, screaming vile curses at his loathsome adversary. He wielded a harpoon and rushed forward in a frenzied attack, stabbing wildly at the beast's pulsating flesh. For one mad moment I though he would prevail but then she struck and caught him. She held him fast by her two wicked mandibles pushing him relentlessly towards that fang-lined maw while he screamed insanely, still stabbing at her head with the harpoon. Then the horrific vision was lost from sight as the Hydra with its malignant passenger plunged beneath the livid toxic surface leaving behind a boiling turmoil of multi-hued bubbles. Then the wailing stopped, the surface slowly settled and all fell silent.

I sat rigid at the skiff's controls, the small craft bobbing gently on the swell. Skyle had come to his senses and keenly scanned the filthy lake, his harpoon gun clutched tightly in his hands. Suddenly a white spider leg broke the surface and knocked him from his feet. He made no sound as he vanished beneath the surface.

Days later I was picked up by an Orlock drifter. They thought I'd gone mad and many weeks passed before I came out of my delirium. The captain of that vessel, an honest man, found the diamonds in my skiff and held them for me. I recounted my tale to him before we made landfall and gave him a handful of crystals as we said farewell. Then, a few days afterwards, standing upon a lonely promontory, I threw the remaining diamonds back into the slime from whence they came. The blood of my companions had stained their beauty forever.

Now as I tell you this many years have passed. Poverty has been my constant companion, loneliness my bride and never in a waking hour have I set eyes upon the evil water of the underworld. But I tell you, when I can stay awake no longer, she comes back to haunt my dreams. That awful creature gliding gently across the livid slime, her body shining brightly in the gloom, to, as Valgotha decreed, lay her dark shadow on my soul.

HIRED GUNS

This section of the Campaign rules introduces Hired Guns into the game. Hired Guns are mercenary adventurers who fight for money. They are essentially loners who wander the Underhive selling their services at the trading posts in settlements like Dust Falls, Two Tunnels and Dead End Pass.

RECRUITING HIRED GUNS

A player can recruit Hired Guns when he creates his gang. Hired Guns can also be recruited from the trading post after any game. A gang can dispense with the services of a Hired Gun after any game.

Hired Guns don't belong to the gang they fight with and they don't usually help the gang except by fighting. This means that Hired Guns don't count as members of the gang for purposes of collecting income or for deducting cost of living expenses. A player cannot buy extra weapons or equipment for a Hired Gun, and he cannot sell a Hired Gun's weapons or equipment. Hired Guns earn no Experience points which means they never gain further skills or characteristic bonuses.

HIRE FEE

The gang must pay the hire fee for the Hired Gun when he is recruited and subsequently after each battle he fights in including the first. This cost comes from the gang's stash in the same way as the cost of buying new weapons or recruiting new gang fighters. If there is insufficient credit in the stash to pay a Hired Gun he leaves the gang and the gang may not recruit further Hired Guns until it has fought another battle.

For purposes of the gang rating the value of a Hired Gun is his hire fee x5.

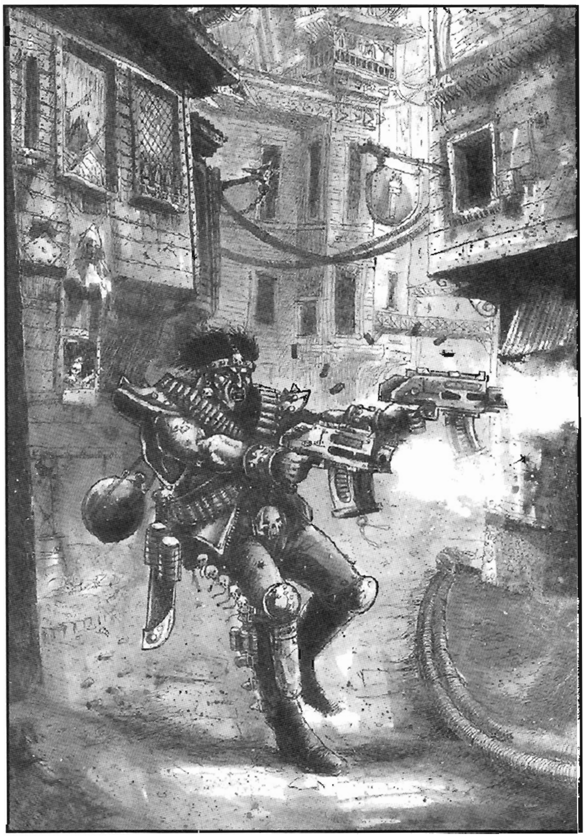
Although Hired Guns are good value, especially for new gangs, there are disadvantages. Firstly and most importantly they do not accumulate Experience points and cannot advance beyond the level they are at when hired. This means that they are less useful for established gangs that already have good quality fighters. Secondly, the hiring fee of these mercenaries reduces the cash available to recruit new fighters and weapons – both of which are vital to a gang's future.

The three different types of Hired Gun detailed here are Underhive Scum, Ratskin Scouts and Bounty Hunters. Any of these three can be found quite easily. They hire out from the trading posts and rates are well established. More types of Hired Gun can be found in Outlanders.

Down Town is the deepest permanent settlement below the Wall and it stands in the lowest portion of the Underhive, at the bottom of an ancient effluent-worn shaft that men call the Abyss. In truth it lies beyond the region of domes and tunnels that comprise the Underhive itself, upon the shores of the poisoned sump lake at the very bottom of the hive.

Few come as far down as Down Town, for the surrounding domes are crushed and compacted, riddled with narrow crawlholes that are infested with evil things which feed upon the unwary. But some come, attracted by the sump lake itself, to hunt its monstrous spiders whose faceted eyes are hard as diamonds and greatly prized by the jewellers of a thousand worlds. Others come to feed upon the spoils of the hunt, to bid for the tough spider pelts and chitin, to boil down the creature's nutritious fat or extract its deadly venom. There are a hundred petty industries that thrive upon the spiders, and upon the lesser creatures of the lake, the skimmers and slime-spawn, and other monstrous beasts of the sump.

UNDERHIVE SCUM



Underhive Scum, or Scummers, prefer the carefree, wandering life of a mercenary to that of a ganger. They travel from town to town, making few friends or commitments, earning whatever easy money is around before moving on. Scum are too wild and independent to submit to the leadership of anyone for very long, and they hire out their services as they feel like it. Despite their carefree lifestyle and happy-go-lucky attitude Scummers are good fighters so their services are always in demand. Many end up working for the Guilders, but there are always a few willing to tag along with a gang for a share of the spoils.

RECRUITING SCUM

If a player wants to hire Underhive Scum he must pay the standard hire fee, which is 15 credits for each Scummer. A gang can recruit as many Scummers as the player wishes. The profile and skills for Scummers are worked out after they are hired.

For purposes of calculating the gang rating, each Scummer has a value of 75 (ie, his hire fee of 15x5).

SCUM PROFILE

Scum are likely to have special skills as well as superior characteristic values. This is worked out only after the Scummer is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Scummer will have a number of 'advances' as explained below.

SCUM ADVANCES

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

A Scummer has 6 'advances' which are either bonuses on his profile or skills. Roll a D6 six times and consult the chart below, noting down the increases and skills as you go along. A Scummer may not improve any characteristic by more than +2; if an increase is rolled for a third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll	Advance
1	+1 Ballistic Skill
2	+1 Initiative
3	+1 Leadership
4	Roll a further D6: 1: +1 Weapon Skill, 2: +1 Strength, 3: +1 Toughness, 4: +1 Wound, 5: +1 Attack, 6: +1 Leadership
5-6	Roll a further D6: 1-3: Gunfighter (Shooting skill) 4-5: Quick Draw (Agility skill) 6: Roll a Further D6: 1: Crack Shot (Shooting skill) 2: Fast Shot (Shooting skill) 3: Hip Shooter (Shooting skill) 4: Marksman (Shooting skill) 5: Rapid Fire (Shooting skill) 6: Killer Reputation (Ferocity)

SCUM WEAPONS

A Scummer fights with his own weapons which can be any of the combinations listed below. He will never buy or use other weapons or equipment (Scum notoriously spend all their credit on booze and gambling). Choose one of the following combinations for the Scummer.

Knife + 2 Bolt Pistols
Knife + Plasma Pistol + Laspistol
Knife + Plasma Pistol + Autopistol
Knife + Bolt Pistol + Hand Flamer

BOUNTY HUNTERS

Bounty Hunters are amongst the toughest and most dangerous of all Necromundan Underhivers. They survive in perilous conditions, living out in the wastes, pursuing outlaws and mutants through the ruins. Bounty Hunters are loners who neither need nor want to be associated with a gang. Bounty Hunters will hire their services to a gang leader if there are no decent bounties to be had, but such allegiances tend to be temporary.

Bounties are displayed at all trading posts, offering rewards to anyone who brings in outlaw leaders, gangs, mutants and other criminal types. Sometimes general bounties are declared on Ratskin Renegades or on Underhive monsters. The rewards offered are good, but the job is a hard one and many Bounty Hunters die out in the wastes, slain by the outlaws and mutants they set out to hunt.

RECRUITING BOUNTY HUNTERS

If a player wants to hire a Bounty Hunter he must pay the standard hire fee, which is 35 credits. A gang can have only one Bounty Hunter. The profile and skills for Bounty Hunters are worked out after they are hired.

For purposes of calculating the gang rating a Bounty Hunter has a value of 175 (ie, his hire fee of 35x5).

BOUNTY HUNTER PROFILE

Bounty Hunters have special skills as well as superior characteristic values. This is worked out only after the Bounty Hunter is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Bounty Hunter will have a number of 'advances' as explained below.

BOUNTY HUNTER ADVANCES

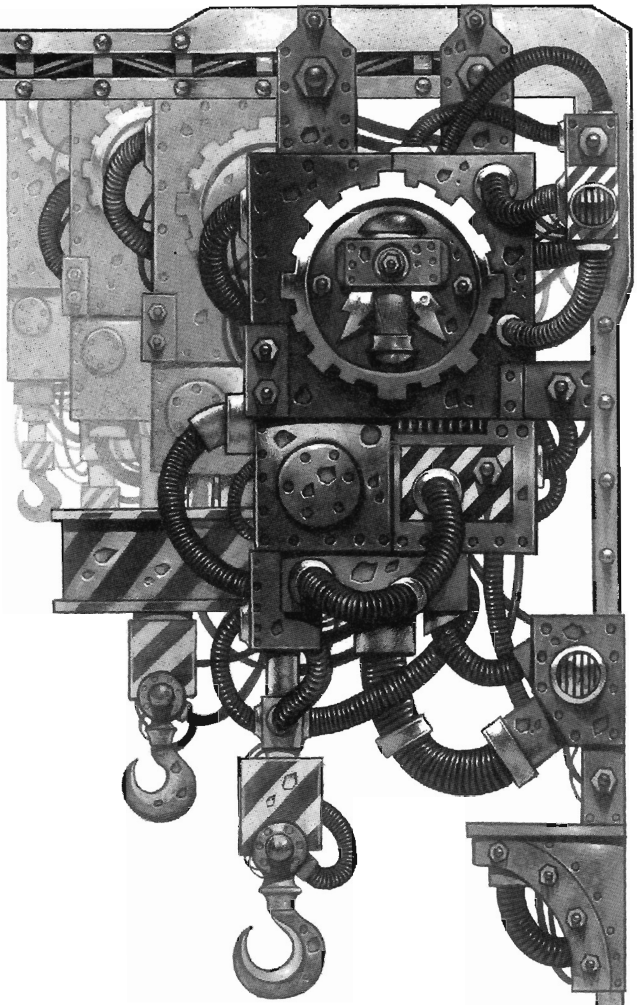
M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	2	4	1	8

In addition to his enhanced profile a Bounty Hunter has three further 'advances' which are either additional bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Bounty Hunter may not improve any characteristic by more than +2, nor may he increase his Wounds beyond 3. If a further increase is rolled, re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll	Advance
1-2	Roll a further D6:
	1: +1 Weapon Skill
	2: +1 Ballistic Skill
	3: +1 Initiative
	4: +1 Leadership
	5: Roll a further D6:
	1-3: +1 Strength
	4-5: +1 Toughness
	6: Roll a further D6:
	1-3: +1 Wound (Max 3)
	4-6: +1 Attacks
3-6	Roll a further D6:
	1-2: Crack Shot (Shooting skill)
	3-4: Nerves of Steel (Ferocity skill)
	5: Marksman (Shooting skill)
	6: Roll a Further D6:
	1: Dodge (Agility skill)
	2: True Grit (Ferocity skill)
	3: Weaponsmith (Techno skill)
	4: Quick Draw (Agility skill)
	5: Leap (Agility skill)
	6: Killer Reputation (Ferocity)

SPECIAL BOUNTY HUNTER RULES

Bounty Hunters are tough, mean and deadly. In addition, they have unique abilities which are represented by the following rules.



CAPTURE

If a Bounty Hunter takes an enemy 'out of action' in hand-to-hand fighting the enemy fighter is automatically captured at the end of the game. Rather than rolling on the Serious Injury chart after the game, the fighter is automatically taken captive regardless of which side won the game or whether the Bounty Hunter survives.

CLAIM BOUNTY

For every enemy fighter captured by the gang roll a D6. On the roll of a 6 the Bounty Hunter recognises the fighter as a wanted outlaw. The gang can turn in the wanted outlaw to the Guilders. Note that the player doesn't have to turn in an outlaw, he may still prefer to ransom the captive back to his own gang.

If an outlaw is turned in for bounty the gang's share of the reward is equal to the total points value of the captive including his weapons and equipment (which must also be turned over). Add this reward money to the gang's income along with income from territories.

To find out what happens to a gang fighter who is turned over to the Guilders roll a D6.

1 Sold into Slavery. The fighter disappears forever.

2 Fined his value in credits and equipment confiscated. His gang may free the fighter by paying his value in credits including the value of his weapons and equipment. All of his weapons, and any equipment that is not physically part of him (bionics/lobo chip, etc) are confiscated by the Guilders.

3 Fined his value in credits. His gang may free the fighter together with his weapons and equipment by paying his fine.

4 Fined D6x10 credits. His gang may free the fighter by paying his fine as above.

5 Fined or Sentenced. The gang may choose to free the fighter for D6x5 credits or let him serve his sentence in the pit, in which case he misses the next game.

6 Insufficient evidence. Released immediately.

Fines must be paid out of the gang's stash before the gang's next game. If a player is unable or unwilling to pay the fine the fighter is sold to the slavers. Only in the case of a 'Fined or Sentenced' result does the gang have the choice of paying or missing a game.

BOUNTY HUNTER WEAPONS

A Bounty Hunter fights with his own weapons as described below. They are invariably armed to the teeth (it goes with the job). Bounty Hunters cannot buy or use other weapons or equipment (Bounty Hunters hoard their money and dream of retiring to the Spire).

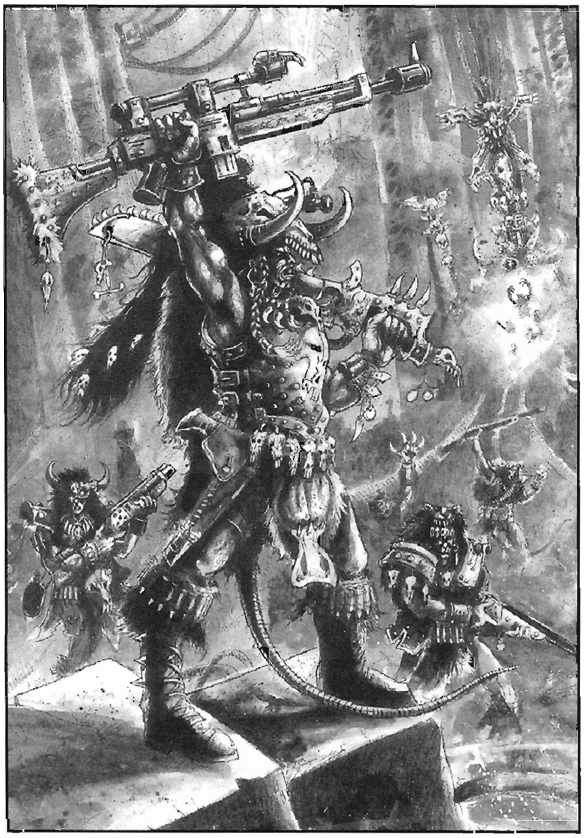
Bounty Hunters are armed with the following:

Any number of knives
Bolt Pistol with red-dot laser sight
Boltgun or Lasgun with Hotshot pack
Chainsword
Shotgun with solid, scatter, and man-stopper shells
Respirator or filter plugs
Photo-visor or photo-contacts

Plus any one of the following:

Bio-Booster
Blindsnake pouch
Weapon reload (choose weapon)
Mesh armour
Any one bionic part

RATSKIN SCOUTS



The Ratskins are the native inhabitants of the Underhive. They know its ancient tunnels and labyrinthine passages far better than the Underhivers themselves. Most Ratskins care little for the ways of settlers who they regard as desecrating the hive's great and noble spirit. Ratskins will avoid hiver towns if they can.

Some adventurous Ratskins hire out to Underhive gangs as guides or trackers and a few become semi-civilised as a result of this contact. They can be found and hired in the larger settlements such as Dust Falls, Glory Hole and Dead End Pass. There are few expeditions that would venture into unknown zones without the expert aid of a Ratskin Scout.

RECRUITING RATSKIN SCOUTS

If a player wants to hire a Ratskin Scout he must pay the standard hire fee, which is 15 credits. A gang can have only one Ratskin Scout. The profile and skills for Ratskin Scouts are worked out after they are hired.

For purposes of calculating the gang rating a Ratskin Scout has a value of 75 (ie, his hire fee of 15x5).

RATSKIN SCOUT PROFILE

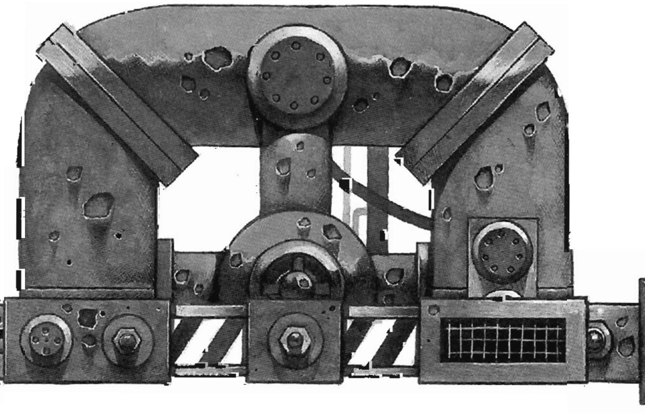
Ratskin Scouts may have special skills and superior characteristic values. This is worked out only after the Ratskin Scout is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Ratskin Scout will have a number of 'advances' as explained below.

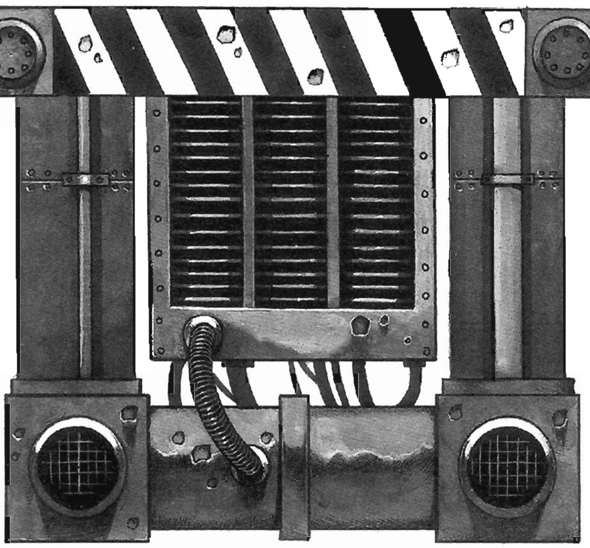
RATSKIN SCOUT ADVANCES

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

A Ratskin Scout has 3 'advances' which are either bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Ratskin Scout may not improve any characteristic by more than +2; if an increase is rolled for a third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll	Advance
1	+1 Weapon Skill
2	+1 Initiative
3	Roll a further D6: 1: +1 Ballistic Skill 2: +1 Strength 3: +1 Toughness 4: +1 Wound 5: +1 Attack 6: +1 Leadership
4-6	Roll a further D6: 1: Dodge (Agility skill) 2: Leap (Agility skill) 3: Sprint (Agility skill) 4-6: Roll a further D6: 1: Step Aside (Combat skill) 2: Nerves of Steel (Combat skill) 3: Ambush (Stealth skill) 4: Evade (Stealth skill) 5: Infiltration (Stealth skill) 6: Sneak Up (Stealth skill)





SPECIAL RATSKIN SCOUT RULES

Ratskins are expert guides and trackers, and this is represented by the following special rules.

GUIDE

A gang which includes a Ratskin Scout is able to exploit his knowledge of the Underhive and its countless half-forgotten passages and tunnels. This gives the gang a distinct advantage when it comes to confronting an enemy, permitting the gang to move rapidly to their objective.

To represent this a gang that includes a Ratskin Scout can add or subtract 1 from the Scenario dice roll to determine which scenario the players will fight. If both sides include a Ratskin Scout this ability is cancelled out.

Note that if a gang has a Ratskin map which also gives a bonus on the Scenario roll then the Ratskin Scout confers no further advantage. The gang already has access to all the hidden tunnels and passages in the area.

EXPLORE

If the Ratskin's gang wins a scenario he is allowed to explore the local area for new territory after the game. The Gang Leader tells the Ratskin to search for mineral deposits, likely looking places for settlement, fungus caves, and other possibly useful finds.

If the player wishes to send his Ratskin exploring roll a D6.

1 The Ratskin disappears and is never seen again.

2-5 The Scout reports no useful discoveries in this area.

6 The Ratskin Scout discovers a new territory. Refer to the Territory table and randomly determine a new territory. This is immediately added to the gang's existing territory unless it is an Archeotech Hoard or Green Hivers. Ratskins regard ancient places as sacred, and the discovery of an Archeotech Hoard will not be reported to the gang. Similarly, if he discovers Green Hivers the Ratskin will say nothing and leave them to their fate, for such is the will of the hive spirit. The Ratskin Scout reports no discoveries instead.

RESILIENCE TO INJURY

Ratskins are remarkably resilient to injury and have a natural ability to survive in the Underhive. They are less likely to get lost or captured than ordinary fighters, and, if hurt, they are better at hiding from danger.

To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries table and the player chooses which result will apply.

RATSKIN SCOUT WEAPONS

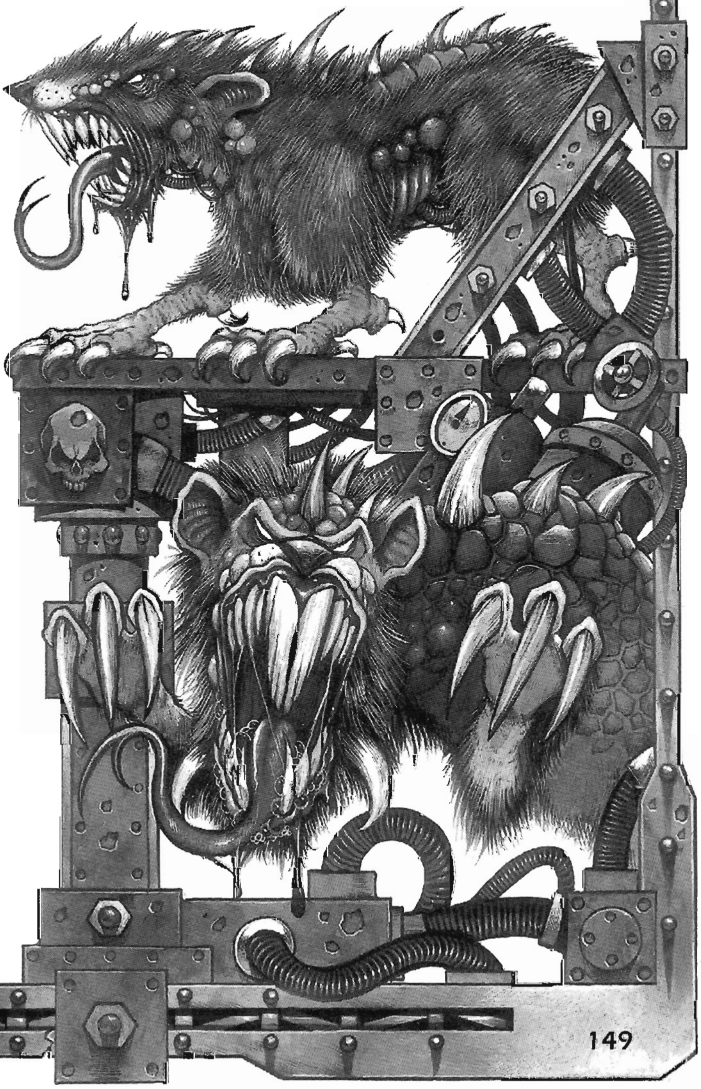
A Ratskin Scout fights with his own weapons as described below. They cannot buy other weapons or equipment. Ratskin Scouts are rumoured to spend every penny they earn on drink and hallucinogenic fungus which is why so many go bad and become renegades.

Ratskins are armed with the following:

Any number of knives
Club, Maul, Bludgeon, or Axe
Blindsnake pouch

Plus one of the following:

Shotgun + solid and scatter shells
Autogun
Lasgun



PLAYING A CAMPAIGN GAME

When playing a campaign game you have two extra things to do. Firstly, before the game starts, you must decide where the fight is to take place and sort out any other **pre-battle** details. Secondly, after the game is over, you must roll for income, injuries and other **post-battle** details.

PRE-BATTLE SEQUENCE

Before the battle can begin, the players work their way through the following sequence.

1. The player with the lowest gang rating rolls on the **Scenario table** to determine which scenario will be played. If the scenario has an attacker and a defender, then the player who picks the scenario **must** attack.
2. Roll for fighters with Old Battle Wounds or Head Wounds to see what part they play in the battle.
3. Set up the terrain and gangs according to the rules for the scenario you are playing.

POST BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once, as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to Section 4 (*Collecting Income*) straight after the game.

1. Determine the extent of injuries for each fighter out of action at the end of the game. Fighters who are down at the end of the game are considered to be out of action on the D6 roll of a 4, 5 or 6 and must also roll for injuries. See the **Serious Injuries chart**.
2. Allocate Experience points for your fighters and make any Advance rolls. See the **Experience section** and **Scenarios** for details of how this works.
3. Re-allocate territory if appropriate. Territory may be lost or won according to the scenario played.
4. Collect income from territory as described in the **Territory section**.
5. Recruit new fighters and buy new equipment as described in the **Trading Post section**.
6. Update your total gang rating and you are ready to fight again.

DISBANDING GANGS

You may choose to disband your gang at the end of any game and start again with a new one. All of the old gang's territories are lost, but gang fighters may be hired for the new gang if you wish. Gang fighters who are 're-hired' have a cost equal to the value listed for them in the gang list plus their equipment, plus 1 credit per Experience point.

The leader of a disbanded gang, if he is still alive, may not be hired into the new gang. He wanders alone and defeated into the wastes and is never seen again.

BUYING NEW EQUIPMENT BETWEEN GAMES

As explained in the Trading Post section, fighters may be bought new equipment using credits from the gang's stash. Fighters may trade in old equipment they no longer want. Gang fighters can also swap equipment between themselves. Alternatively, old equipment can be hoarded and re-used at a later date.

Weapons purchased, swapped or taken from storage must be of an appropriate type for the fighter as indicated in the recruitment lists. You can't give a ganger a heavy weapon, for example.

Record any changes to a gang fighter's equipment on the gang roster. Bear in mind that models must always carry the appropriate weaponry. A fighter who changes his weaponry must be represented by a new model, or the existing model may be converted so that he carries the appropriate weapons.

SCENARIO TABLE

2D6	Result
2	The player whose gang has the higher gang rating may choose which scenario is played. The battle is fought in an old dome which is prone to cave-ins. If either side uses a heavy weapon or grenade during the game the roof caves in on a D6 roll of 4, 5 or 6. Roll each time such a weapon is used. If the roof caves in then the game ends immediately in a draw and all models must roll under their Initiative to escape without further harm. Any fighters who fail this test sustain a S4 hit with a -1 armour save modifier.
3	The player whose gang has the higher gang rating may choose which scenario is played.
4-6	Play the *Gang Fight* scenario.
7-11	The player with the lower gang rating may choose which scenario is played.
12	The player with the lower gang rating may choose which scenario is played. In addition, this is a real 'grudge match', so both sides earn double Experience points for the battle.

SCENARIOS

Necromundan Underhive gangs rarely risk battle without good reason. The following scenarios represent seven different kinds of fight from the straightforward rivalry of the Gang Fight to more involved missions such as Ambush and Rescue. Each scenario presents its own problems and opportunities, enabling you to vary the type of game from one battle to the next.

SCENARIO 1: GANG FIGHT

Gangs run the risk of encountering rivals as they explore the ruined Underhive landscape. Not all encounters end in violence. Sometimes two gangs meet and, finding no good reason to fight, go their own way. Other encounters end in bloody firefights with neither side prepared to give way. Ultimately, every gang must be prepared to defend itself, to protect friends or family in the wastes, or simply to maintain the respect of its trading contacts and rivals.

The *Gang Fight* scenario represents one such encounter. Two gangs meet while travelling through a ruined dome. Both gang leaders are looking for trouble – neither is prepared to turn his back and let his opponent get away without a fight.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

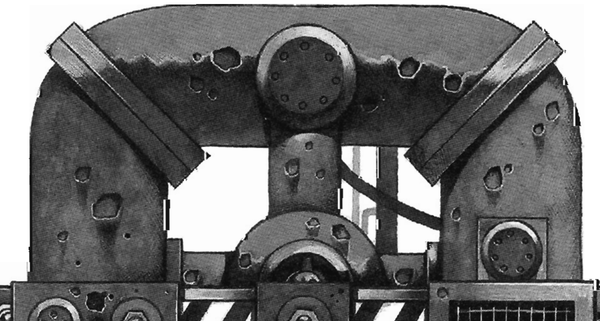
STARTING THE GAME

Both players roll a D6. The higher scoring player takes the first turn.

ENDING THE GAME

The *Gang Fight* has no specific objective other than to drive off the enemy gang.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.



EXPERIENCE

Fighters who take part in the *Gang Fight* earn Experience points as noted below.

+D6	**Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
+5	**Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.
+10	**Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

SPECIAL

If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then it can take over one piece of randomly selected territory from the opposing gang. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.

SCENARIO 2: SCAVENGERS

The deep Underhive is a maze of ancient and abandoned ruins, concealed entrances and long forgotten domes. Sometimes these contain priceless archeotech, gems, precious mutant fungi and other valuable items which can be scavenged from the depths. Treasure hunting is not without risk though, and these isolated places can be home to ferocious mutant creatures.

In this scenario two gangs encounter each other while scavenging and each tries to drive the other off and grab the loot for itself.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

Once you have placed the terrain you must place a number of **Loot counters** on the table to represent items of value. Roll a D6 to see how many counters there are.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other. Note that the counters are placed before deciding which edge the gangs will play from, so it is a good idea to put the counters towards the middle of the table.

GANGS

Once all the Loot counters have been placed each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

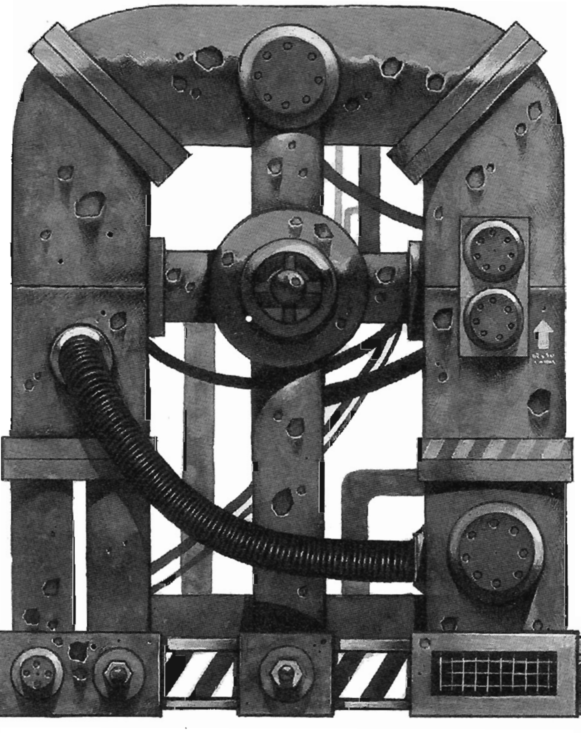
Both players roll a D6 and the higher scoring player takes the first turn.

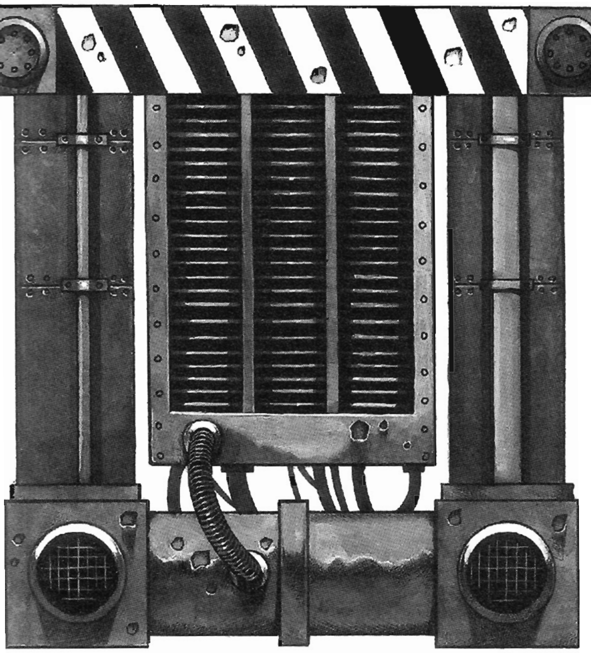
THE MONSTER ROLL

Each player may, if he wishes, roll a D6 at the start of the **opposing player's** turn. On a roll of 1-5 nothing happens. On a roll of 6 some unknown mutant monstrosity has attacked a member of the rival gang. The fighter who is attacked is always the one furthest from any other models (friend or foe). If there are several fighters equally isolated then the one closest to the edge of the table is attacked.

Roll the D6 again to see what happens to the fighter.

1	The fighter manages to beat off the creature. The fighter may not do anything else this turn. In addition, the fighter must make an Ammo roll for his main weapon – he has fired off loads of ammo to drive off the attack.
2-5	The fighter manages to beat off the creature. The fighter may not do anything else this turn.
6	There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter vanishes, never to be seen again.





PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

ENDING THE GAME

The fight continues until one of the gangs is driven off or until one gang has all of the loot in its possession as described below.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the winner is left in possession of the battlefield.

If a gang succeeds in capturing all the Loot counters, and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game ends and that gang has won.

The winner of the scenario may claim any Loot counters which are loose on the table when the game ends.

EXPERIENCE

Fighters who take part in the *Scavenger* scenario earn Experience points as noted below.

+D6	**Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
+1	**Per Loot Counter.** If a fighter is carrying loot at the end of the game he receives +1 point per counter.
+5	**Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.
+10	**Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

LOOT

After the game is over each gang is allowed to cash in its loot. The income generated is added to the income from the gang's territory. Each Loot counter is worth 1D6 x 5 credits.

In ages past a trickle of waste seeped downwards through the hive and into an abandoned dome. In time the trickle became a torrent, and the dome's roof collapsed under the relentless pressure. The falling fluids brought masses of debris into the dome, burying the floor beneath a thick layer of sediment. Eventually, further erosion of the dome's floor caused it to collapse too, and the fall plunged into a yet older dome beneath.

The effluent flow grew year by year, carrying debris further down, and wearing away a whole series of domes to produce a roaring fall of multi-hued effluent and a gaping chasm into the deepest levels of the hive.

Today the effluent is gone, but a thin trickle of dust still cascades from above. In its stead there is the shaft itself, plunging through the Underhive to the darkness of the hive bottom. This is called the Abyss, a mile-deep hole that pierces dome after dome in the path of the old river falls.

Perched upon the edge of the Abyss is Dust Falls, a large settlement from which ambitious gangs take the steep path down into the depths of the hive. The trail leads to the Hive Bottom itself and the pollutant sump lake of chemical slime that lies at its base.

SCENARIO 3: HIT AND RUN

Gangs who want to explore far from their home settlement rely upon isolated hideouts where they keep stocks of supplies, emergency rations, spare ammo and the like. Sometimes they hole up in lone slime farms or mines run by friends or family.

The *Hit and Run* scenario represents a daring raid by a small group of fighters upon one of a rival gang's hideouts. The hit and run doesn't aim to destroy the hideout, just to cause a bit of damage and remind rivals that your gang is a force to be reckoned with.

TERRAIN

In this scenario the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. The area of ruins represents the area around the defenders' hideout. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

Once the terrain is set up the defender places a Loot counter to represent a hoard which the gang has collected ready to take back to their main settlement. The defender also places a piece of terrain to represent the Water Still – the collecting vanes of a vapour trap, a device that extracts water from the Underhive atmosphere.

The defender can place the loot anywhere he likes on the tabletop, and he can place the water still on the top surface level of any building. He must place the loot and the water still at least 8" apart. These are not necessarily going to play an important part in the game. The water still is only of special significance in the *Blitz* mission, whilst the loot is used in the *Stick Up* mission, as explained below.

THE MISSION

The *Hit and Run* scenario can be played with any of the mission objectives described below. The attacker rolls a D6 to determine which mission he undertakes once the scenery has been set up.

1 **Blitz.** The attackers try to wreck the water still. They win if they cause any damage to the water still's vapour collecting vanes. The still has a Toughness of 6 and is damaged if it sustains 1 or more 'wounds'.

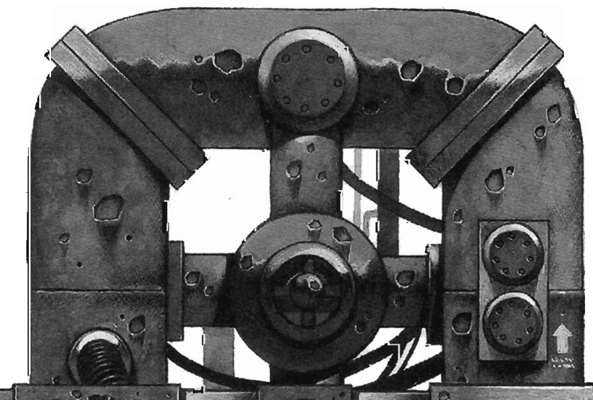
2 **Bushwack.** The raiders try to gun down the opposing gang leader. They win if they take the opposing gang leader out of action.

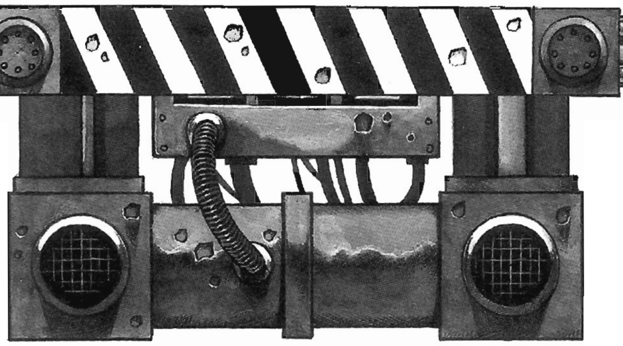
3 **Scrag.** The attackers aim to ambush and 'scrag' an enemy gang fighter who they have a personal grudge against. The target gang fighter is chosen randomly before the attackers are set up. The raiders win by putting the target fighter out of action in hand-to-hand combat.

4 **Shoot Up.** The raiders plan to make a pass through the area, firing weapons in the air, whooping and yelling, and generally scaring the hell out of everyone. They win by setting up within 4" of one table edge and exiting at least one model from the opposite edge.

5 **Stick Up.** The raiders try and steal the opposing gang's loot. They win if a raider model leaves the table with the loot. The Loot counter can be picked up and moved exactly as described in the *Scavenger* scenario. If successful the raiders gain D6x10 credits to add to their income after the battle, and the losers' income is reduced by the same amount.

6 **Choose.** The attacker can choose any of the five missions described above.





GANGS

The defender sets up first. He deploys up to D6 of his gang to represent fighters in the immediate area around the gang's camp. The defender chooses which fighters he wishes to deploy. Defenders may be placed anywhere on the table but must be placed at least 8" away from a table edge.

The attacker then deploys his gang anywhere on the table but not within 8" of an enemy fighter. However, note that in the *Shoot Up* mission attackers must be placed within 4" of one table edge as described above.

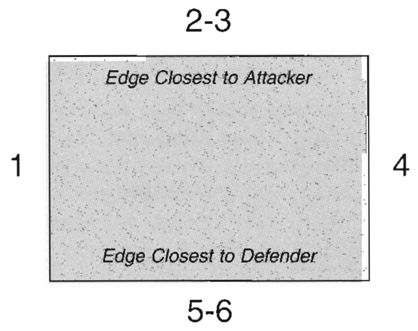
The attacker has a randomly determined number of gang fighters taking part in the Hit and Run. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker may choose which of his fighters he will commit to the hit and run.

STARTING THE GAME

The attacker takes the first turn of the game.

DEFENDER REINFORCEMENTS

At the start of each of his turns after his first the defender may bring further gang fighters onto the table. Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 up to 3 fighters. The reinforcements all arrive on the same table edge. Determine which edge they arrive at by rolling a D6.



Defenders arriving at the start of the turn may move and fight normally that turn.

ENDING THE GAME

The game ends once the mission objective is met. The game also ends if all the attackers are down or taken out of action or if the attacker bottles out.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle tests until it has lost 50% of its fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests at all. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

Fighters who take part in the *Hit and Run* scenario earn Experience points as noted below.

+D6 **Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

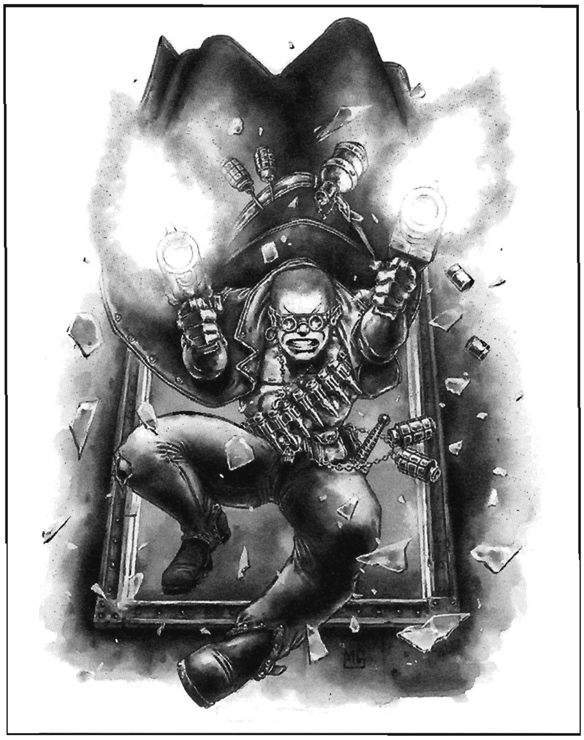
+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.

+10 **Winning Raider.** Each surviving raider earns an extra 10 Experience points if the attackers win the game.

All the big Underhive settlements have their own fighting pits. The pit fights are one of the most common kinds of public entertainment in the Underhive and take many forms. Although fights involving criminals, mutants, beasts from the wastes, and 'have-a-go' citizens are all popular, the professional pit fighters are the main attraction.

Successful fighters become famous and very popular. Huge sums are wagered on their performance and people will travel for miles to see a clash between the best combatants. Most pit fighters are slaves, although some are free men who actually enjoy taking part in these bloodthirsty competitions.

SCENARIO 4: AMBUSH



The ruins and enclosed tunnels of the Underhive afford ample opportunity for gangs to ambush their rivals.

In the *Ambush* scenario one gang has set a trap for the other. The ambushers must plan their ambush very carefully, however, because if their opponents are able to avoid it the hunters could very quickly become the hunted!

TERRAIN

In this scenario the player who picked the scenario is the attacker (the ambusher) and the other player is the defender (whose gang is about to be ambushed).

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area roughly 4' x 4' .

GANGS

Before setting up his gang the defender splits his fighters into one or more groups, each of two or more models. The defender chooses one group and places it in the approximate centre of the table.

The attacker then sets up his entire gang. All the attacking gang fighters must set up behind cover and in hiding as described in the rules. They may not set up within 12" of a defending fighter, but otherwise they may be placed where you wish.

The defender then sets up the rest of his gang, one group at a time. He nominates the group he wishes to set up and rolls a D6. On a roll of 1-5 all the fighters in that group must be set up within 4" of one defending model that has already been placed. On a roll of 6 the group may be placed anywhere on the table – this enables them to set up in a position to ambush the ambushers!

Note that although attackers may not set up within 12" of a defender, this is **not** true of the defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

STARTING THE GAME

Once both sides have completed their set-up the defending player rolls a D6 for each group that he was allowed to place freely (that he rolled a 6 for). On a total of 1-5 the attacking player gets the first turn. On a total of 6 or more the defender goes first.

ENDING THE GAME

If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins the fight.

EXPERIENCE

Fighters who take part in the *Ambush* earn Experience points as noted below.

+D6	**Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
+5	**Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.
+10	**Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

SPECIAL

If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then the gang can take over one piece of randomly selected territory from the opposing gang. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.

The cage door opened, steam belching from hydraulic hinges, and through the cloud walked Spike and Lukas: dark silhouettes against the bright glowlight of the liftcage. Looking around they noted with unease the battery of weapons aimed at their heads, but their attention was drawn to the huge iron throne in the centre of the floor. There, sat like a monstrous spider, was Balthazar Van Zep.

Balthazar Van Zep! Once he had been a friend to the Merchant Guild – a trader and warrior – the most feared gang leader and the greatest ally of the Guilders. Then in a fit of drunken rage he had murdered the Guilder Alta Lago.

During the subsequent manhunt he was pursued from dome to dome, eventually disappearing from the Underhive. They said the price upon his head would buy a planet.

'Gentlemen,' hissed Balthazar Van Zep. 'It seems you have a problem. Someone has been greedy, our takings are down, credit is missing.'

After decades of intrigue Van Zep had built an empire of crime. Now his tendrils reached into every vice den, his influence stretching from the illicit trading posts of Heretics Hole to the seedy gambling dens of Down Town.

Balthazar Van Zep glared at the two men and reached into a small dish drawing out a glistening beetle which he popped into his mouth and crunched. Spike and Lukas shuffled uneasily.

'I am at a loss to explain it,' continued Van Zep. 'For years I have fed and looked after those loyal to me. Now it seems that generosity is not enough.'

He raised his hand and snapped his fingers. A battered, headless corpse was thrown from the shadows. Spike and Lukas stepped back hastily as the gruesome body landed at their feet. The two men gaped with horror at the sight before them. They saw the familiar snake tattoo on the well-muscled arm. It was Sliding Jak, or what was left of him.

'That, as I'm sure you've already noticed, was a former colleague of ours, and I can assure you he took a long time to die. Before he did, he gave us this list of names.'

From his robes Balthazar Van Zep produced a piece of mnemonic paper.

At the sight of the paper Spike went for the gun concealed beneath his padded robe. His hand moved with the swiftness of a striking snake, pulled the bolt pistol from its shielded holster, and levelled it at Balthazar Van Zep.

Lukas threw himself to the floor as Spike exploded in a hail of bolt shells. Remnants of his companion fell to the floor around him with bloody splashes. The deafening gunfire stopped and its echo reverberated round the vaulted room until it too died away.

From the shadows stepped Lothar Hex, the Widowmaker, his boltgun smoking. He walked over to where Lukas lay and put his boot upon the man's neck, pointing the gun at the back of his head.

'Take him away Hex,' sneered Balthazar Van Zep, 'and take this too.' He handed his henchman the piece of paper.

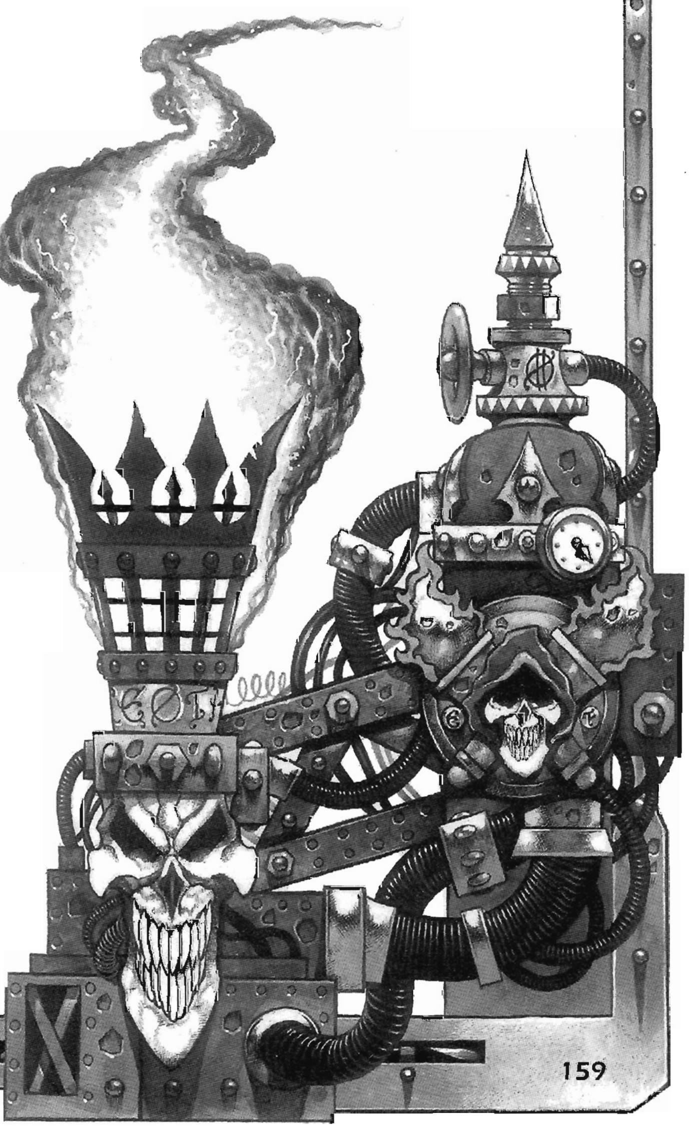
'These are the names that Sliding Jak gave me – and', he smiled cruelly at the quaking Lukas, 'your names do not appear on it.'

Lothar Hex hauled Lukas to his feet and led him out of the chamber.

'When you've finished with him see to that list.' cried Van Zep. 'I want them all dead... and their people. Leave no survivors.'

Balthazar Van Zep thought for a moment until a sly grin played across his ruined features. He reached into the dish by his side and dropped another beetle into his mouth. He gestured to one of the slaves in the shadows.

'Clean away this mess,' he said, 'and then bring down the next two.'



SCENARIO 5: THE RAID

Gangs rely upon trading contacts and friends to generate their income, either by providing cash, food or shelter, or by trading things the gangs discover in the wastes. These are all known as territories, although some territories actually take the form of contacts with third parties rather than physical places in the Underhive. A gang's territories are always vulnerable to attack by other gangs, and one of the most effective ways of crushing a rival gang is to raid its territories.

In the *Raid* scenario one gang attacks the territory of another. The territory is guarded by one or more sentries and additional reinforcements are close at hand. The raiders must eliminate or bypass the sentries, destroy the objective and then get away as quickly as possible.

This scenario introduces new rules for sentries which make the game particularly nail-biting. The scenario is slightly more complex than earlier ones and is worth leaving aside until you have a firm grasp of the game rules.

TERRAIN

In this game the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

The tabletop represents the most valuable of the defender's territories. If the defender has several territories of equally high value then the attacker may raid whichever he likes. The terrain is either the territory itself or the entrance to it (such as a mine or tunnel entrance, hole or water still) or a part of the Underhive that a contact has asked you to protect or search (such as a Guilder contact, Friendly Doc, the owner of a workshop, or friends in an Underhive settlement.)

RAID OBJECTIVE

After the terrain is set up, the defender places a piece of terrain to represent the Gateway anywhere he likes on the table. This is the entrance way to the mine, hole, tunnels, etc. Possibly it leads to an underground store containing a valuable find that one of the defenders' contacts has asked them to protect or transport. Players should feel free to invent something they feel is appropriate for the type of territory being raided. The raiders must destroy the Gateway to win the game.

The Gateway structure has a Toughness of 6 and can sustain the equivalent of 3 wounds before it is destroyed.

GANGS

The defender sets up first. He deploys up to D6 of his gang as sentries, choosing which fighters he wishes to put on sentry duty. Sentries may be placed anywhere on the table at least 8" away from a table edge.

The attacker then deploys his gang within 4" of a randomly selected table edge. The attacker has 2D6 of his gang fighters for the raid; the remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker may choose which of his fighters he will commit to the raid.

STARTING THE GAME

The attacker takes the first turn of the game.

SENTRIES

Until the alarm is sounded (see below) sentries move D6-3 inches per turn. Roll separately for each sentry to determine how far he moves. If the distance is negative then the attacking player is allowed to move the sentry model. For example, a roll of 1 gives a move of -2, so the attacker moves the sentry 2" in any direction.

After moving each sentry, roll the Scatter dice and turn the model to face the direction indicated.

SOUNDING THE ALARM

Until the alarm is sounded sentries move as described above. In addition, their Weapon Skill is halved (rounding fractions up) and they may not shoot any weapons.

After the alarm is sounded sentries may move and attack freely. In addition, the defender may bring on reinforcements as described below.

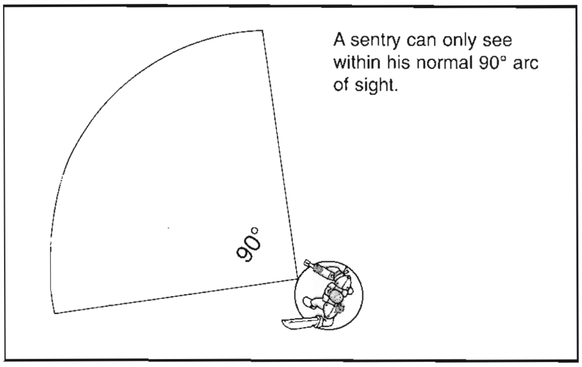
The alarm can be sounded in a number of different ways:

SPOTTING. Roll 2D6 at the end of the defender's turn. Sentries can try to spot any raiders that are within the distance rolled so long as they could normally be seen – ie they are within his arc of vision.

> Raiders in the open will be spotted on a D6 roll of 2 or more.
>
> Raiders in partial cover will be spotted on a D6 roll of 4 or more.
>
> Raiders in cover or hiding will be spotted on a D6 roll of a 6.

Sentries will spot any raider within their Initiative distance in inches on a D6 roll of a 2+ regardless of cover or hiding. For example, a sentry with Initiative 4 spots hidden raiders within 4" on a roll of 2 or more.

If a sentry spots a raider he sounds the alarm.



Raiders are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range is the same as in his turn and the same dice rolls are required. Remember, sentries can only see within their normal arc of vision as described above.

A sentry can only give the alarm if he survives the raiders' turn. If he is taken out of action then he cannot give the alarm.

SHOOTING. If a raider shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons like needle guns. Note that shooting can sound the alarm even if there are no sentries left.

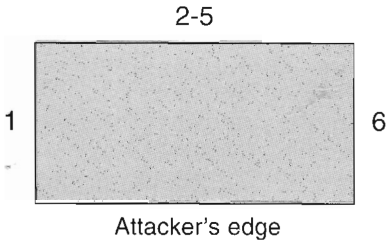
FIGHTING. A sentry who is attacked in hand-to-hand combat will sound the alarm if he survives the turn. Remember that the sentry's Weapon Skill is halved until the alarm is sounded. If the raider shoots a pistol or uses a chainsword in hand-to-hand combat then you must roll as described above to see whether the shots sound the alarm, even if the sentry is killed.

In addition, the noise of fighting may cause the alarm to be sounded even if the sentry doesn't survive to do so himself. The attacker rolls a D6. If the score is not more than the number of raiders fighting in the hand-to-hand combat then the noise of the scuffle has been noticed and the alarm is sounded. For example, if three raiders mug and kill a sentry then you must roll 4 or more for this to go unnoticed.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter later as reinforcements.

Once the alarm is sounded the defender may attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on the roll of a 6, then the group may enter the table as described below. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn. Reinforcements enter together on any of the three table edges other than the edge where the attacker deployed. Roll a D6 to determine which edge the reinforcements enter as shown on the diagram below. Reinforcements cannot be placed within 8" of a raider model. Reinforcements may move and fire normally in the turn they are placed.



ENDING THE GAME

The game ends and the raiders win if the Gateway is destroyed and all surviving raiders leave the table by the edge where they originally set up.

The game also ends if all the raiders are down or taken out of action or if the attacker bottles out. In this case the defenders win. The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

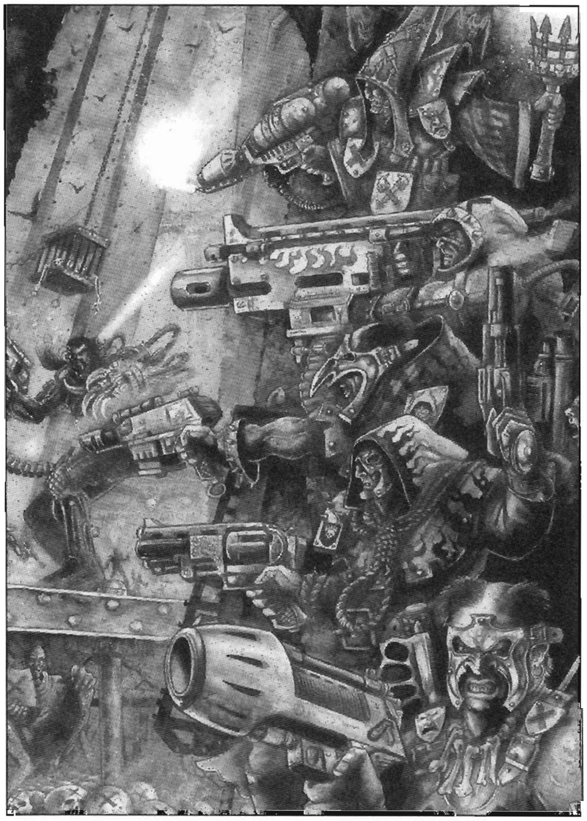
Fighters who take part in the scenario earn Experience points as noted below.

+D6	**Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
+5	**Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.
+5	**Destroy Gateway.** A raider earns 5 points if he inflicts the hit which destroys the Gateway.
+10	**Successful Defence.** If the defender wins the game then his gang leader earns 10 Experience points.

SPECIAL

If the Gateway is destroyed during the game then roll a D6. On a score of 6 the territory is lost. The defender strikes out the territory from his gang roster and may not collect income from it. On the score of 1-5 the territory is damaged or a trading contact is disrupted. The player may not collect income from the territory after the battle, but he keeps the territory and can collect income from it in the future.

SCENARIO 6: RESCUE MISSION



Gang fighters injured during a battle can easily fall into the hands of the enemy. Even a victorious gang can discover that one of its fighters has staggered unwittingly into the clutches of their rivals. Rather than kill their captives, gangs will normally ransom them for a price. If a gang cannot pay the ransom, or simply refuses to, then the captive can be sold as a slave or forced into the mines to toil for his new masters.

This scenario represents a rescue mission. One of your gang fighters has been captured and you have discovered where he is being held. A small group of raiders is poised to mount a daring rescue bid.

This scenario can only be attempted when a gang fighter has been captured. The player who has lost his fighter may decide to attempt a rescue rather than pay the ransom. This is an exception to the normal rules for selecting a scenario. Except where noted otherwise below the rules are the same as for the *Raid* scenario already described.

THE PRISONER

When he sets up his gang the defending player places his captive anywhere he likes on the table. The prisoner may not move until he is freed. The defender is not allowed to attack or 'execute' his prisoner, but must attempt to drive off the rescuers. Once the captive is freed he may be attacked or shot at like any other fighter.

A prisoner is free to move and fight once cut free by a friendly fighter. The friend moves into base contact with the captive and spends the rest of the turn cutting him free. He may not shoot, fight hand-to-hand, or do anything else during the turn. Once freed the prisoner may move and attack normally. Note that the captive has no weapons or other equipment, but is assumed to be given a knife by his liberator.

ENDING THE GAME

The game ends if the captive is freed and makes his escape by moving off the table edge The game also ends if all the raiders are down or taken out of action or if the attacker bottles out. The defender is defending his gang's hideout and so doesn't have to take Bottle tests. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

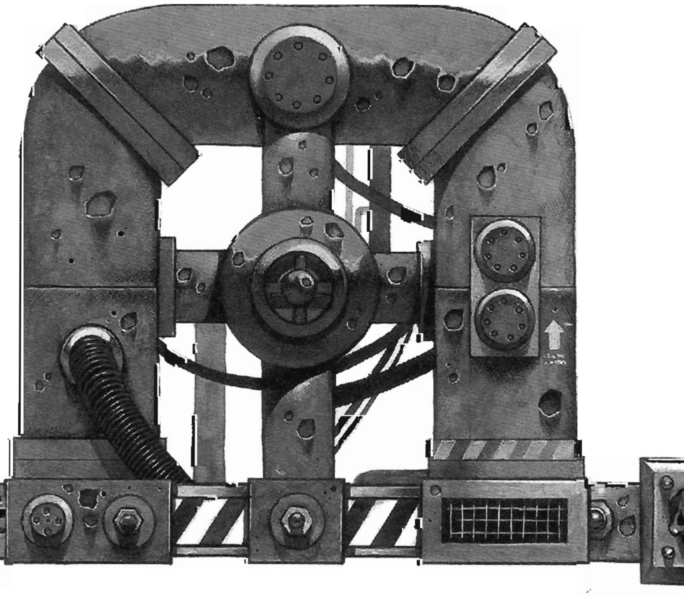
Fighters who take part in the scenario earn Experience points as noted below.

+D6 **Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.

+5 **Free Captive.** A raider earns 5 points if he cuts the captive free.

+10 **Successful Defence.** If the captive is not freed then the defending gang leader earns 10 Experience points.



SCENARIO 7: SHOOT-OUT

Settlements of any significant size are regarded as neutral territory by gang fighters and other Underhivers alike. The Guild traders take a dim view of gangs who bring their disputes into town – especially when innocent customers get hurt and property damaged. Existence in the Underhive is precarious enough without the added danger of rampaging gangs using local settlements as battlegrounds. Only outlaw gangs pay no heed to this unwritten code, shooting up settlements, killing Underhivers and robbing drinking holes.

In this scenario fighters from two rival gangs meet in a small wastezone settlement. The situation is tense because neither side wants to be seen breaking the peace. The locals hide behind closed doors, fearful that a firefight may develop. Meanwhile the fighters converge from opposite sides of the settlement. As they catch sight of each other they prepare to stand their ground, neither willing to give way, but not wishing to be seen drawing a weapon first. Soon they stand almost face to face, hands hovering above guns, eyes fixed intently upon their targets.

The objective of the Shoot-out scenario is **not** to draw a weapon before your enemy. At the same time you must entice your rival to draw first and then drive him out of town with your return fire.

TERRAIN

The terrain represents a small wastezone settlement. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

THE GANGS

Each player rolls a D6 to see how many of his gang are present for the shoot-out: 1-2 = 2 fighters, 3-4 = 3 fighters, and 5-6 = 4 fighters. These fighters are **randomly** selected from the gang – the player cannot choose which of his fighters are involved in the shoot-out.

The two gangs are set up 16" apart at ground level and in a position where they are in full view of each other. Roll a dice to decide which side sets up first. Each gang must set up in a small group with no model more than 1" away from any other model.

All fighters are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn a special **build-up** and **fast draw** sequence of play is used.

THE BUILD-UP

The build-up to a shoot-out is a tense affair. To recreate the tense atmosphere at the start of a shoot-out a special series of turns called the **build-up** is used.

Each turn of build-up has its own sequence of play. First both sides move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts!

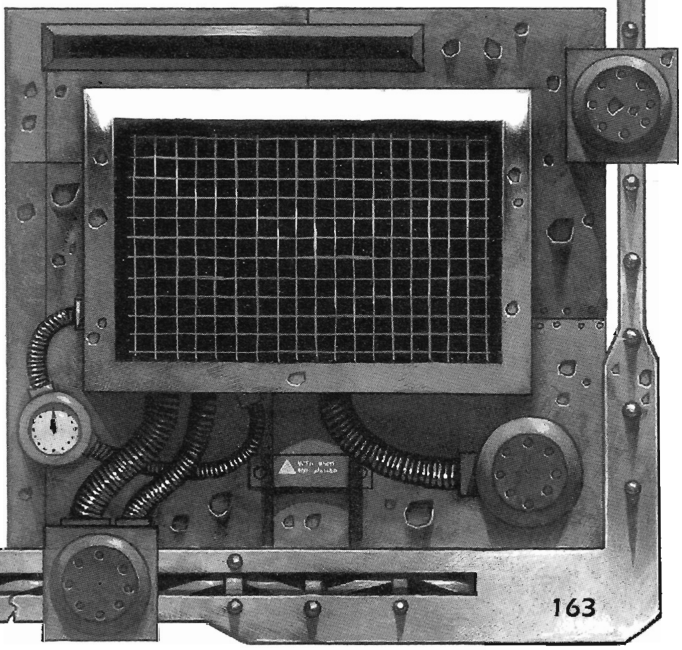
During the build-up both gangs move at the same time rather than one after the other. The fighters walk slowly and deliberately towards each other until somebody's nerve fails and guns are drawn. To represent this, gang fighters may move up to 1" per turn. Fighters must move towards the enemy and may not move into cover. Once models are within 4" of the enemy they stop. Players take it in turn to move one gang fighter, starting with the player that has the most.

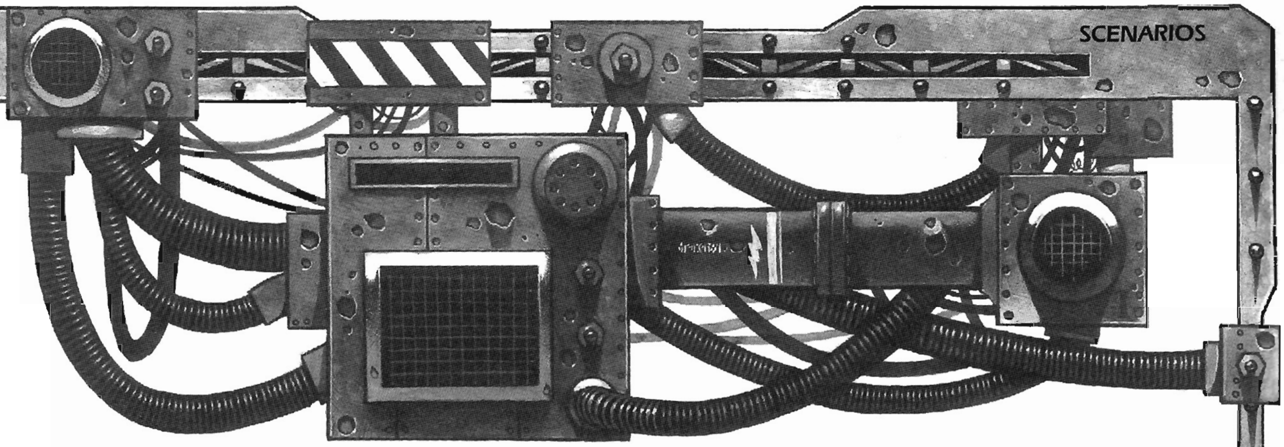
After both sides have moved each player must make a Nerve roll. Each player rolls a D6 and writes down the score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling a dice at the end of each move and adding it to their score until one player's total score goes over 15.

IMPORTANT: A roll of '6' counts as '0' when making a Nerve roll, so if you roll a 6 your score stays the same as it was on the previous turn.

Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see *The Fast Draw* below). If both players' scores go over 15 on the same turn then the player who has the highest total score is the one that is assumed to have gone for his gun first. If both players have exactly the same score, then they both go for their guns at the same moment!

Assuming that one player drew first, then each of the *opposing* gang fighters gets a number of Experience points equal to the difference between the two players' scores, to represent the fact that they have held their nerve in the face of great danger. For example, if one player ended up with a total of 14 points and his opponent had a total of 17, then





each ganger belonging to the player with the lower score would get 3 Experience points.

THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots fired. This is called the **fast draw**. During the fast draw neither side is allowed to move but both sides are allowed to shoot.

In the fast draw both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter has a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the first model has shot the next highest score shoots, then the next, and so on. In the case of a tie, a pistol weapon will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the shoot-out and the other side loses.

If you win the shoot-out and the defeated gang drew first, roll a D6. On a roll of 1-5 your opponent may only draw half his normal income following the fight – his gang's contacts are reluctant to deal with the troublemaker. On a roll of 6 the defeated gang draws half its normal income and must surrender one randomly determined territory to the winner – associates of the gang no longer have faith in its leadership.

EXPERIENCE

Fighters who take part in the shoot-out earn Experience points as noted below.

+?	**Held Nerve.** Each surviving gang fighter of the side that held their nerve the longest scores a number of victory points equal to the difference between the two sides' scores (see **The Build Up** rules above).
+D6	**Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
+5	**Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 points per wound.
+D6	**Winning Side.** Each surviving fighter on the winning side earns an extra D6 points.

GANG RATING	

TERRITORY	Credits
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

STASH

HOUSE/GANG TYPE:

GANG NAME:

NAME	CHARACTERISTICS									EQUIPMENT, SKILLS & INJURIES	COST	EXP.
	M	WS	BS	S	T	W	I	A	Ld			
	M	WS	BS	S	T	W	I	A	Ld			
	M	WS	BS	S	T	W	I	A	Ld			
	M	WS	BS	S	T	W	I	A	Ld			
	M	WS	BS	S	T	W	I	A	Ld			
	M	WS	BS	S	T	W	I	A	Ld			
	M	WS	BS	S	T	W	I	A	Ld			
	M	WS	BS	S	T	W	I	A	Ld			
	M	WS	BS	S	T	W	I	A	Ld			
	M	WS	BS	S	T	W	I	A	Ld			

There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models including one Leader and no more than two Heavies. No more than half the gang may be made up of Juves.

TOTALS:

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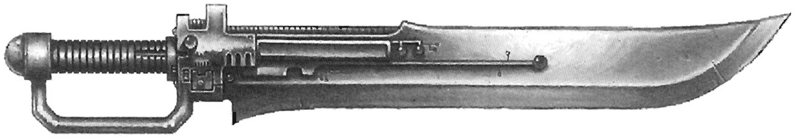
WEAPONS SUMMARY

HAND-TO HAND WEAPONS

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Special
	Short	Long	Short	Long					
Swords & Knives	Close combat only				As user	1	–		Parry
Clubs, Mauls & Bludgeons	Close combat only				As user, +1	1	–		
Chainsword	Close combat only				4	1	-1		Parry
Chains & Flails	Close combat only				As user, +1	1	–		Opponent may not parry. Fumbles count double
Massive Axe, Sword or Club	Close combat only				As user, +2	1	–		Opponent wins draws
Power Sword	Close combat only				5	1	-3		Parry
Power Axe: Two-handed	Close combat only				6	1	-3		
One-handed	Close combat only				5	1	-2		
Power Fist	Close combat only				8	1	-5		
Power Maul	Close combat only				5	1	-3		Enemies who go down are automatically out of action. Does not inflict serious injuries



PISTOLS

Weapon	Range		To Hit		Strength	Damage	Save Mod.	Ammo roll	Special
	Short	Long	Short	Long					
Autopistol	0-8	8-16	+2	–	3	1	–	4+	Close combat
Bolt Pistol	0-8	8-16	+2	–	4	1	-1	6+	Close combat
Hand Flamer	Special rules				4	1	-2	4+	Close combat. Template weapon. Flaming attack, Target may catch fire. Target burns on 4+
Laspistol	0-8	8-16	+2	-1	3	1	–	2+	Close combat
Needle Pistol	0-8	8-16	+2	–	3	1	-1	6+	Close combat, Toxic dart, Injuries
Plasma Pistol									
Low energy	0-6	6-12	+2	-1	4	1	0	4+	Close combat
Maximum energy	0-6	6-18	+2	-1	6	1	-1	4+	Close combat. Takes one entire turn to recharge after firing
Stub Gun	0-8	8-16	–	-1	3	1	–	4+	Close combat, Dum-dum bullets (S4)
Web Pistol	0-4	4-8	–	-1		Special	–	6+	Close combat. Fires web

BASIC WEAPONS

	Range		To Hit						
Weapon	**Short**	**Long**	**Short**	**Long**	**Strength**	**Damage**	**Save Mod.**	**Ammo roll**	**Special**
Autogun	0-12	12-24	+1	–	3	1	–	4+	
Boltgun	0-12	12-24	+1	–	4	1	-1	6+	
Lasgun	0-12	12-24	+1	–	3	1	-1	2+	
Shotgun:	0-4	4-18							See shot type below.
Solid slug			–	-1	4	1	–	4+	
Scatter shot			+1	-1	3	1	–	4+	1" blast, Ignores cover
Man-stopper			–	–	4	1	-2	4+	
Hot Shot			–	-1	4	1		6+	Catch fire
Bolt			+1	–	4	1	-1	6+	Range 24"

SPECIAL WEAPONS

	Range		To Hit						
Weapon	**Short**	**Long**	**Short**	**Long**	**Strength**	**Damage**	**Save Mod.**	**Ammo roll**	**Special**
Flamer	Special rules		–	–	4	1	-2	4+	Template weapon. Flaming attack, target may catch fire
Grenade launcher	0-20	20-60	–	-1	–	–	–	Auto	As grenade type, Move or fire
Melta-gun	0-6	6-12	+1	–	8	D6	-4	4+	
Needle rifle	0-16	16-32	+1	–	3	1	-1	6+	Special injury chart
Plasma gun	0-6	6-24	+1	–	7	1	-2	4+	Max. power. One turn to recharge. Sustained fire - 1 dice.
	0-6	6-16	+1	–	5	1	-1	4+	Low energy

HEAVY WEAPONS

	Range		To Hit						
Weapon	**Short**	**Long**	**Short**	**Long**	**Strength**	**Damage**	**Save Mod.**	**Ammo roll**	**Special**
Auto-cannon	0-20	20-72	–	–	8	D6	-3	4+	Sustained fire – 1 Dice. Move or fire
Heavy Bolter	0-20	20-40	–	–	5	D4	-2	6+	Sustained fire - 2 Dice. Move or fire
Heavy Plasma Gun									
Low energy	0-20	20-40	–	–	7	D4	-2	4+	1½" Blast marker, Move or fire
Maximum power	0-20	20-72	–	–	10	D10	-6	4+	1½" blast marker, Move or fire, Takes one turn to recharge
Heavy Stub Gun	0-20	20-40	–	–	4	1	-1	4+	Sustained fire – 2 Dice. Move or fire
Lascannon	0-20	20-60	–	–	9	2D6	-6	4+	Move or fire
Missile Launcher	0-20	20-72	–	–				Auto	Move or fire
Super Krak					8	D10	-6		
Frag					4	1	-1		2" Blast marker

GRENADES

Grenade	Strength	Damage	Save Mod.	Area
Krak	6	D6	-3	None
Frag	3	1	-1	2"
Melta bomb	8	D6	-4	None
Plasma	5	1	-2	1½"
Photon Flash Flare	None	None	None	1½"

POST-BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to section 4 (Income) straight after the game.

1. INJURIES

Determine the extent of injuries for each fighter out of action at the end of the game. Fighters who were down at the end of the game are considered to be out of action on the D6 roll of a 4, 5 or 6 and must also roll for injuries. See the Serious Injuries chart.

2. EXPERIENCE

Allocate Experience points for your fighters and make any Advance rolls. See the Experience section and Scenarios for details of how this works.

3. TERRITORY

Re-allocate territory if appropriate. Territory may be lost or won according to the scenario you have played.

4. INCOME

Collect income from territory as described in the Territory section.

5. TRADING

Recruit new fighters and buy new equipment as described in the Trading Post section.

6. UPDATE GANG ROSTER

Update your total gang rating and you are ready to fight again.

1. INJURIES

After a game some fighters will be down or out of action. You will need to determine the extent of their injuries before the next game.

Out of Action. Make a roll on the Serious Injuries Chart to find out what happens to the fighter.

Down. There is a chance that fighters who are down at the end of a game may suffer a serious injury. Roll a D6: on a roll of a 1-3 the fighter recovers without further effect. On the roll of a 4-6 he goes out of action – make a roll on the Serious Injuries Chart.

Flesh Wound. Models that suffer flesh wounds do not sustain serious injuries and will always recover fully in time for the next battle.

To use the Serious Injuries Chart, roll 2 dice. The first dice roll represents 'tens' and the second 'units', so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, and so on. This type of dice roll is referred to as a D66 roll.

SERIOUS INJURIES CHART

D66	*Result*
11-16	**DEAD.** The fighter is killed in action. All the weapons and equipment he carried are lost.
21	**MULTIPLE INJURIES.** The fighter is not dead but has suffered many serious wounds. Roll a further D6 times on this chart. Re-roll any Dead and Full Recovery results.
22	**CHEST WOUND.** The fighter has been badly wounded in the chest. His Toughness is reduced by -1.
23	**LEG WOUND.** The fighter's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt.
24	**ARM WOUND.** The fighter has smashed one arm. Although he recovers, his Strength characteristic is reduced by -1 when using that arm. Randomly determine which arm has been hit.
25	**HEAD WOUND.** A serious head injury leaves the fighter somewhat unhinged. At the start of each game roll a D6 to determine how he is affected. On a 1-3 the fighter is affected by the rules for Stupidity. On a roll of 4-6 the fighter is affected by the rules for Frenzy.
26	**BLINDED IN ONE EYE.** The fighter survives but loses the sight of one eye. Randomly determine which eye. A character with only one eye has his Ballistic Skill reduced by -1. If the fighter is subsequently blinded in his remaining good eye then he must retire from the gang.
31	**PARTIALLY DEAFENED.** The fighter survives but is partially deafened as a result of his injuries. An individual suffers no penalty if he is partially deafened, but if he is deafened for a second time he suffers -1 from his Leadership characteristic.
32	**SHELL SHOCK.** The fighter's Initiative characteristic is reduced by -1.

33 **HAND INJURY.** Wounds to a hand result in the loss of D3 fingers. Randomly determine which hand is affected. The fighter's Weapon Skill is reduced by -1. If a fighter loses all five fingers on a hand then he may no longer use that hand, and is unable to use weapons that require two hands.

34-36 **OLD BATTLE WOUND.** The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game. On the roll of a 1 the fighter's old wound is playing up and he is unable to take part in the forthcoming battle.

41-55 **FULL RECOVERY.** The fighter makes a full recovery.

56 **BITTER ENMITY.** The fighter recovers from his physical injuries, but is psychologically damaged. From now on, he *hates* the following (roll a D6).

1-2 The enemy fighter who inflicted his injury.

3-4 The gang leader of the gang that inflicted his injury.

5 The entire gang that inflicted his injury.

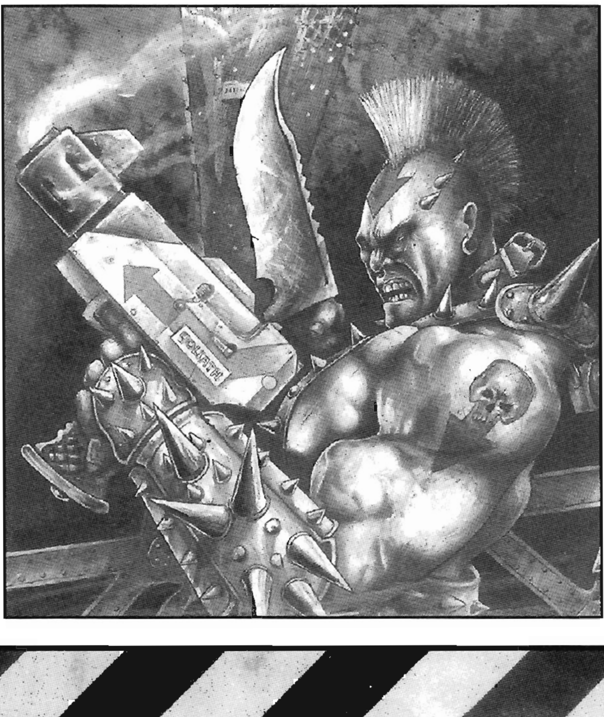
6 All gangs from the same House as the gang that inflicted his injury.

61-63 **CAPTURED.** The fighter is captured by the opposing gang. Captives may be exchanged, ransomed back or sold into slavery. If both gangs hold captives then they must be exchanged on a one-for-one basis, starting with models of the highest value. Any remaining captives must be ransomed back to their own gang if the player is willing to pay the captor's asking price. There is no fixed value for ransom – it is a matter for the players to decide for themselves. Fighters who are neither exchanged nor ransomed may be sold to the Guilders as slaves earning the captor D6x5 credits. Captives who are exchanged or ransomed retain all of their weapons and equipment. If captives are sold their weaponry and equipment may be kept by the captors.

64 **HORRIBLE SCARS.** The fighter recovers but his scarred and distorted features inspire *fear* from now on.

65 **IMPRESSIVE SCARS.** The fighter recovers and is left with impressive scars. Add +1 to the fighter's Leadership characteristic. This bonus applies only once; further impressive scars have no additional effect.

66 **SURVIVES AGAINST THE ODDS.** The fighter regains consciousness alone in the darkness, given up for dead. Despite his injuries he makes his way back home, overcoming the endless dangers of the Underhive. He recovers fully and his uncanny survival earns him an additional D6 Experience points.



2. EXPERIENCE

Extra Experience points are always added to the fighter's total after the game is over.

A gang fighter always earns D6 Experience points for surviving a battle, even if he is hurt or captured.

UNDERDOGS

When a gang fights an enemy gang with a higher gang rating then its fighters earn extra Experience points. The higher the enemy gang's gang rating the more points the underdog earns. The number of bonus points is shown on the table below. This shows the extra points earned for each fighter who survives the battle both for a win and a defeat.

Difference in Gang Rating	Experience Bonus Win/Lose
1-49	+1/+0
50-99	+2/+1
100-149	+3/+2
150-199	+4/+3
200-249	+5/+4
250-499	+6/+5
500-749	+7/+6
750-999	+8/+7
1,000-1,499	+9/+8
1,500+	+10/+9

EXPERIENCE ADVANCES

As fighters earn more Experience points they are entitled to make Advance rolls. The table below shows how many Experience points a fighter must earn before he can make a further roll. The roll must be taken immediately after the game when the advance is gained, while both players are present to witness the result.

Experience	Title
0-5	Green Juve
6-10	Juve
11-15	Juve
16-20	Top Juve
21-30	New Ganger
31-40	Ganger
41-50	Ganger
51-60	Ganger
61-80	Gang Champion
81-100	Gang Champion
101-120	Gang Champion
121-140	Gang Champion
141-160	Gang Champion
161-180	Gang Champion
181-200	Gang Champion
201-240	Gang Hero
241-280	Gang Hero
281-320	Gang Hero
321-360	Gang Hero
361-400	Gang Hero
401+	Mighty Ganger

Once a juve has earned 21 or more Experience points he becomes a fully-fledged ganger.

Note that when a ganger reaches 61 or more Experience points he does not become a heavy or gang leader but remains a ganger – albeit a particularly tough and dangerous one called a Gang Champion.

ADVANCE ROLLS

Make Advance rolls immediately after the battle so that both players can witness the result. Roll 2D6.

ADVANCE ROLL TABLE

2D6	Result
2	**New Skill.** Choose any of the Skill tables and randomly generate a skill from it.
3-4	**New Skill.** Select one of the standard Skill tables for your gang and randomly generate a skill from it.
5	**Characteristic Increase.** Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks
6	**Characteristic Increase.** Roll again: 1-3 = +1 WS; 4-6 = +1 BS
7	**Characteristic Increase.** Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership
8	**Characteristic Increase.** Roll again: 1-3 = +1 WS; 4-6 = +1 BS
9	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness
10-11	**New Skill.** Select one of the standard Skill tables for your gang and randomly generate a skill from it.
12	**New Skill.** Choose any of the Skill tables and randomly generate a skill from it.

CHARACTERISTIC INCREASE

Characteristics may not be increased beyond maximum limits as shown on the characteristic profile below. If one of the two characteristics indicated by the Advance roll has already reached its maximum level, you must take the other. If both have already been taken to their maximum level, you may choose to increase any other permitted characteristic by +1 instead.

	M	WS	BS	S	T	W	I	A	Ld
Maximum Value	4	6	6	4	4	3	6	3	9

SKILL TABLES

The following skill tables are used to randomly determine skills earned as advances. If you roll a 2 or 12 on the Advance table then you can choose any of the charts.

SKILL TYPES AVAILABLE

HOUSE/ FIGHTER	*Agility*	*Combat*	*Ferocity*	*Muscle*	*Shooting*	*Stealth*	*Techno*
CAWDOR							
Juves	–	✓	✓	–	–	–	–
Gangers	✓	✓	✓	–	–	–	–
Heavies	–	–	✓	✓	✓	–	✓
Leader	✓	✓	✓	✓	✓	–	✓
ESCHER							
Juves	✓	✓	–	–	–	–	–
Gangers	✓	✓	–	–	–	✓	–
Heavies	✓	–	–	✓	✓	–	✓
Leader	✓	✓	✓	–	✓	✓	✓
DELAQUE							
Juves	–	–	–	–	✓	✓	–
Gangers	✓	–	–	–	✓	✓	–
Heavies	–	–	–	✓	✓	✓	✓
Leader	✓	✓	✓	–	✓	✓	✓
GOLIATHS							
Juves	–	–	✓	✓	–	–	–
Gangers	–	✓	✓	✓	–	–	–
Heavies	–	✓	–	✓	✓	–	✓
Leader	–	✓	✓	✓	✓	✓	✓
ORLOCKS							
Juves	–	–	✓	–	✓	–	–
Gangers	–	✓	✓	–	✓	–	–
Heavies	–	✓	–	✓	✓	–	✓
Leader	✓	✓	✓	–	✓	✓	✓
VAN SAAR							
Juves	–	–	–	–	✓	–	✓
Gangers	–	✓	–	–	✓	–	✓
Heavies	–	✓	–	✓	✓	–	✓
Leader	✓	✓	✓	–	✓	✓	✓

SKILLS

AGILITY SKILLS

1. Catfall. A model with the Catfall skill halves the distance fallen when calculating the strength of any hits which result from falling. Round fractions down.

2. Dodge. A model with this skill receives a 6+ saving throw against hits from shooting or in hand-to-hand combat. This is an unmodified save. The save is taken separately and in addition to any saves for armour. If a model successfully dodges from a weapon which uses a template or blast marker then move the model up to 2".

3. Jump Back. At the start of any hand-to-hand combat phase the model may attempt to disengage from combat by jumping back. Roll a D6. If the score is less than the model's Initiative it may immediately jump back 2" leaving any hand-to-hand opponents behind.

4. Leap. The model may leap D6" during the movement phase in addition to his normal movement. He may move and leap, run and leap or charge and leap, but he can only leap once during the turn. A leap will take the model over any man-high obstacle without penalty, including enemy models. In addition, the model can leap out of hand-to-hand combat at the end of any hand-to-hand combat phase without suffering any penalty whatsoever. The leap may be used to jump across gaps, but in this case the player must commit the model to making the leap before rolling the dice to see how far the model jumps. If the model fails to make it all the way across, then it falls through the gap.

5. Quick Draw. A model with this skill can double its Initiative when it makes a fast draw in a gunfight. See the Gunfight scenario to find how this works.

6. Sprint. The model may triple its movement rate when it runs or charges rather than doubling it as normal.

COMBAT SKILLS

1. Combat Master. If the model is attacked by multiple opponents in hand-to-hand combat then it can use the enemies' numbers against them. For each opponent over one, add +1 to the model's Weapon Skill.

2. Disarm. The model may use this skill against one close combat opponent at the start of the hand-to-hand combat phase. Roll a D6. On a roll of 4+ the enemy automatically loses one weapon of your choice. This weapon is destroyed and can no longer be used.

3. Feint. The model may 'convert' any parries it is allowed to use into extra Attacks at +1 A per parry. The attack is used instead of the parry. The model may choose to feint or parry each time it attacks.

4. Parry. A model with the Parry skill may parry in hand-to-hand combat even if he does not have a sword or another weapon suitable for parrying. If the model has a weapon that may parry, it may force an opponent to re-roll up to two Attack dice when parrying rather than just one.

5. Counter Attack. If a model carries a sword he is normally able to parry. However, a parry is cancelled out if the opponent is also armed with a sword or has the Parry skill as described above. If a fighter has the Counter Attack skill and his parry is cancelled for whatever reason, then he may make a Counter Attack adding +1 to his Attacks.

6. Step Aside. The model has an uncanny ability to step aside and dodge blows in hand-to-hand combat. If the model is hit in hand-to-hand fighting roll a D6. On a roll of 4+ the model steps out of the way of the blow and is unharmed.

FEROCITY SKILLS

1. Berserk Charge. A model with this skill rolls double the number of Attack dice on its profile in the turn when it charges. A model making a berserk charge may not parry that turn.

2. Impetuous. If a model has this skill he may increase the range of his follow-up move in hand-to-hand combat from 2" to 4".

3. Iron Will. Only the gang leader may have this skill. It allows you to re-roll a failed Bottle roll as long as the leader is not down or out of action.

4. Killer Reputation. A model with this skill has such a reputation as a vicious and depraved killer that his foes quail when he charges them. This causes *fear* and the enemy must take a psychology test for fear as appropriate.

5. Nerves of Steel. If the model fails a dice roll to avoid being pinned it may make the roll again.

6. True Grit. Treat a roll of 1 or 2 as a Flesh Wound when rolling for the extent of injuries. A roll of 3-5 indicates the model has gone down, and a roll of 6 means he is out of action, as normal. When using special injury charts (needle guns for example) add 1 to the lowest result band in the same way as above.

MUSCLE SKILLS

1. Body Slam. The model adds +2 to its Weapon Skill in the turn when it charges instead of only +1.

2. Bulging Biceps. This skill may only be taken by a heavy. The heavy is allowed to move and shoot with weapons that would normally restrict the model to either moving or shooting. However, if the model moves and shoots in the same turn it suffers an extra -1 to hit penalty.

3. Crushing Blow. A model with the Crushing Blow skill has a +1 Strength characteristic bonus in hand-to-hand combat. As a fighter's own strength is used as the basis for calculating the strengths of hand-to-hand weapons the bonus will apply to all such weapons.

4. Head Butt. If the model inflicts 2 or more hits in hand-to-hand combat then he may choose to exchange all hits for a single hit with a further strength bonus. The bonus equals +1 for each extra hit scored, so you could exchange 2 S4 hits for a single S5 hit, or 3 S4 hits for a single S6 hit, and so on.

5. Hurl Opponent. If you win a round of combat, instead of hitting your opponent you can throw him D6" in the direction of your choice. The thrown model takes a single hit equal to half the distance rolled. If it hits a solid object (such as a wall) before it reaches the full distance thrown it will stop there. If it hits another model, then both models take a hit equal to half the distance rolled. If the model is thrown over the edge of a building, use the Falling rules (Advanced Rules section) to work out how much damage he suffers.

6. Iron Jaw. If a model with this skill is hit in hand-to-hand combat reduce the strength of each hit suffered by -1 point.

SHOOTING SKILLS

1. Crack Shot. A model with this skill can re-roll the injury dice when rolling injuries he has inflicted by shooting. You must accept the result of the second roll regardless of the result.

2. Fast Shot. If a model has the Fast Shot skill he may shoot several times in the shooting phase rather than just once, as normal. He can shoot as many times as his Attacks characteristic. The model can shoot at the same target or at separate targets as you wish. This skill may only be used with pistols and basic weapons. It may not be used with special or heavy weapons as they are far too cumbersome to fire quickly.

3. Gunfighter. The model can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he carries two pistols. If he carries a basic, special or heavy weapon he always requires one hand to hold this and so cannot use two pistols at once.

4. Hip Shooting. The model is allowed to shoot even if it ran in the same turn. However, if it does so it suffers a -1 to hit modifier and cannot count any bonuses from sights.

5. Marksman. A model with the Marksman skill may ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead he can shoot at any target he can see. In addition, he may shoot at targets at extreme range – this is between normal maximum range and half as far again. For example, a lasgun has a normal maximum range of 24" and an extreme range of 24-36". Shots at extreme range suffer the same 'to hit' penalty as long range. This skill may only be used with basic weapons. It may not be used with pistols, special or heavy weapons.

6. Rapid Fire. If the model does not move in its movement phase it can shoot twice in the shooting phase. This skill only works with one specified kind of pistol or basic weapon which you must choose when the skill is earned. Note this down on the gang roster – eg, Rapid Fire/Bolt pistol.

STEALTH SKILLS

1. Ambush. The model is allowed to go into overwatch and hide in the same turn. Normally a fighter must expend his entire turn to go into overwatch, but a fighter with the Ambush skill may do both.

2. Dive. A model with this skill can run and hide in the same turn. Normally a fighter who runs cannot hide in the same turn, but a fighter with Dive skill can run *and* hide.

3. Escape Artist. This model may never be captured after a battle. If you roll a 'captured' result on the Serious Injuries table then the fighter escapes unharmed together with his equipment.

4. Evade. The model ducks and weaves as he moves making him very hard to hit. Any enemy shooting from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This bonus only applies if the fighter is in the open and not if he is behind cover.

5. Infiltration. A model with this skill is always placed on the battlefield after the opposing gang and can be placed anywhere on the table as long as it is out of sight of the opposing gang. If both players have models that can infiltrate roll a D6 each, lowest roll sets up first.

6. Sneak Up. Any sentry attempting to spot this model must halve his normal spotting distance. Rules for sentries and spotting are covered in the relevant scenarios.

TECHNO SKILLS

1. Armourer. The armourer checks all the weapons being used by the gang before the battle starts. Any model in the gang may add +1 to any and all ammo rolls (including a roll to determine if a weapon explodes). A roll of 1 is always a failure regardless.

2. Fixer. Gangers only. If the model is used to work a piece of territory with a randomly generated income, you may re-roll the dice if you do not like the first result. You must accept the result of the second roll.

3. Inventor. Roll a D6 after each battle. On a roll of 6 the model has created something! Randomly select an item from the price chart in the Trading Post section. Whatever is selected is the item that has been made.

4. Medic. The model has some experience of patching up his fellow fighters. If your gang includes a fighter with this skill you can re-roll a result on the Serious Injury table for one model after a battle.

5. Specialist. This skill may only be taken by juves or gangers, and allows the model to be armed with a special weapon.

6. Weaponsmith. A model with the Weaponsmith skill may ignore failed ammo rolls and weapon explosions on a D6 roll of 4+.

4. INCOME

At the end of a battle a gang can collect income from its territories. This is done as soon as the game is over so that players can witness each other's dice rolls.

Each ganger who survives the game without going out of action can generate income from any one of the gang's territories. Fighters who go out of action during or after a game cannot generate income as they are recuperating from their wounds. Fighters who sustain flesh wounds can collect income as normal.

Leaders, heavies and juves never collect income – only gangers may.

COLLECTING INCOME

Each ganger can generate income from one territory. The player chooses the territories he wishes to collect income from and adds up the total amount generated. Most territories generate a variable income, D6x10 or 2D6x10 credits, in which case the player makes the appropriate dice rolls to determine the total.

Regardless of how many territories or how many gangers a gang has it may never collect income from more than 10.

The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. This is determined by cross referencing the gang's income with the number of models in the gang.

The more models in a gang the more it costs to maintain, to buy ammo, equipment, food and other supplies. The number indicated on the chart below is the profit in credits earned after deducting basic maintenance costs. The profit is added to the gang's stash.

	NUMBER OF MODELS IN GANG						
INCOME	*1-3*	*4-6*	*7-9*	*10-12*	*13-15*	*16-18*	*19+*
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560-669	155	150	145	135	125	100	70

GIANT KILLER BONUS

The chart below shows the extra income a gang earns after beating an enemy with a higher gang rating. Note that this is added to the income earned from territory *not* to its profit.

Difference In Gang Rating	*Income Bonus For Winning*
1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1,000-1,499	+200
1,500+	+250

5. TRADING

Cash can be spent on recruiting new fighters and buying new equipment. Fighters may trade in old equipment, and also swap equipment between themselves. Weapons purchased, swapped or taken from storage must be of an appropriate type for the fighter as indicated in the recruitment lists. Weapons and equipment are purchased as shown by the trading charts. Bear in mind that models must always carry the appropriate weaponry. Any weaponry or other equipment that the gang keeps but does not give to a fighter is hoarded. New recruits are recruited in the same way as original gang members with the normal army list restrictions applying. Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns section for details.

WHEN TO BUY

Players should complete their recruiting and trading after the battle is over, making any appropriate dice rolls while both players are present.

TRADING

Common items can be bought quite readily in any Underhive settlement, and players can purchase as many of these items as they want. The price for common items is fixed, so players always pay the same price for them.

Rare items are hard or even impossible to find. To represent their scarcity each player makes a dice roll at the start of his trading session to determine what goods are offered to him. Roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the trading posts and visits his contacts.

Roll a D66 for each item and consult the Rare Trade chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Each player rolls separately for his trading.

GANGERS AND TRADING

To improve his chance of finding rare items, a player may use a ganger to search around the trading post. A ganger who does this cannot collect income from the gang's territory that turn. For each ganger employed in this fashion you may add a further +1 randomly generated rare item to the list of those offered for sale.

SELLING

A player may wish to trade weapons at the same time as he buys new ones. Gangs can automatically sell equipment for half its listed price. In the case of rare weapons which have a variable price the gang receives half of the fixed cost component only. Alternately, old weaponry can be hoarded for future use.

RARE TRADE CHART

The following chart is used to determine what rare trade items are offered for sale.

D66 Roll	**Item**
11-14	Power Weapon. Roll a D6. 1: Power Axe, 2: Power Fist, 3: Power Maul, 4-6: Power Sword
15	Rare Weapon. Roll a D6. 1-3: Needle Weapon (D6 – 1-4: Needle Pistol, 5-6: Needle Rifle), 4-5: Web Pistol, 6: One in a Million Weapon
16	Gas Grenades. Roll a D6. 1-2: Choke, 3-4: Scare, 5-6: Hallucinogen
21-22	Grenades. Roll a D6. 1: Melta Bomb, 2-3: Photon Flash Flare, 4: Plasma Grenade, 5-6: Smoke Bomb
23-24	Hotshot Laser power pack
25-31	Gunsight. Roll a D6. 1-2: Red-Dot Laser Sight, 3: Mono Sight, 4: Telescopic Sight, 5-6: Infra Red Sight
32-34	Armour. Roll a D6. 1-4: Flak, 5: Carapace, 6: Mesh
35	Bionics: Choose one: Bionic Arm, Bionic Eye, Bionic Leg.
36	Auto-repairer
41	Bio-Booster
42	Bio-Scanner
43	Blindsnake Pouch
44	Concealed Blade
45	Grav Chute
46	Grapnel
51	Infra-Goggles
52	Isotropic Fuel Rod
53-54	Medi-pack
55	Mung Vase
56	Ratskin map
61	Screamers
62	Skull Chip
63	Silencer
64	Stummers
65-66	Weapon reload

PRICE CHART

The chart below indicates the cost of items available for sale at the trading post. In some cases the cost of an item is variable and includes a base cost plus a variable extra amount, for example 40+3D6 credits.

HAND-TO-HAND WEAPONS

Item	Cost	Availability	Ammo Roll
Sword	10	Common	
Chainsword	25	Common	
Club, maul or bludgeon	10	Common	
Chain or flail	10	Common	
Knife (Nb 1 knife is free)	5	Common	
Massive axe, sword or club	15	Common	
Power Axe	35+3D6	Rare	
Power Fist	85+3D6	Rare	
Power Maul	35+3D6	Rare	
Power Sword	40+3D6	Rare	

PISTOLS

Item	Cost	Availability	Ammo Roll
Autopistol	15	Common	4+
Bolt Pistol	20	Common	6+
Hand Flamer	20	Common	4+
Laspistol	15	Common	2+
Needle Pistol	100+4D6	Rare	6+
Plasma Pistol	25	Common	4+
Stub Gun	10	Common	4+
Web Pistol	120+4D6	Rare	6+

BASIC WEAPONS

Item	Cost	Availability	Ammo Roll
Autogun	20	Common	4+
Boltgun	35	Common	6+
Lasgun	25	Common	2+
Shotgun (solid shot + scatter shells)	20	Common	4+

SPECIAL WEAPONS

Item	Cost	Availability	Ammo Roll
Flamer	40	Common	4+
Grenade Launcher (Grenades extra)	130	Common	Auto
Melta-gun	95	Common	4+
Needle Rifle	230+4D6	Rare	6+
Plasma Gun	70	Common	4+

HEAVY WEAPONS

Item	Cost	Availability	Ammo Roll
Auto-cannon	300	Common	4+
Heavy Stubber	120	Common	4+
Heavy Bolter	180	Common	6+
Heavy Plasma Gun	285	Common	4+
Lascannon	400	Common	4+
Missile Launcher (Missiles extra)	185	Common	Auto

MISSILES

Item	Cost	Availability	Ammo Roll
Frag Missiles	35	Common	Auto
Krak Missiles	115	Common	Auto

GRENADES

Item	Cost	Availability	Ammo Roll
Choke Gas Grenades	15+2D6	Rare	Auto
Frag Grenades	30	Common	Auto
Hallucinogen	40+4D6	Rare	Auto
Krak Grenades	50	Common	Auto
Melta Bomb	40+3D6	Rare	Auto
Photon Flash Flare	20+2D6	Rare	Auto
Plasma Grenade	30+3D6	Rare	Auto
Scare Gas Grenades	20+2D6	Rare	Auto
Smoke Bomb	10+3D6	Rare	Auto

SPECIAL AMMO

Item	Cost	Availability	Ammo Roll
Man-Stopper Shotgun shell	5	Common	4+
Hot Shot Shotgun Shell	5	Common	6+
Bolt Shotgun Shell	15	Common	6+
Hotshot Laser power pack	15	Rare	
Dum-dum Bullets for Stub Gun	5	Common	

GUNSIGHTS

Item	Cost	Availability
Red-Dot Laser Sight	40+3D6	Rare
Mono Sight	40+3D6	Rare
Telescopic Sight	40+3D6	Rare
Infra Red Sight	30+3D6	Rare

ARMOUR

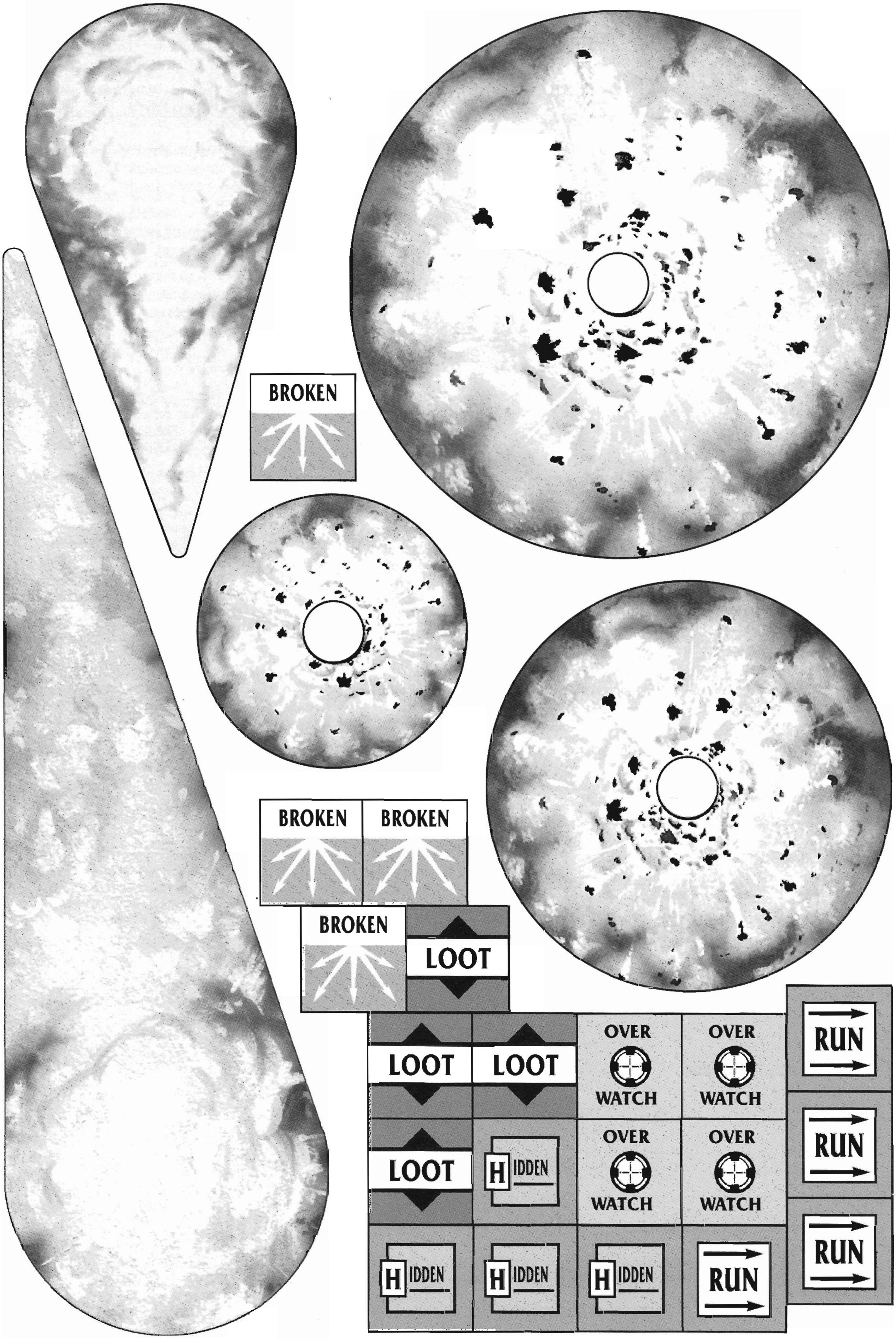
Item	Cost	Availability
Flak	10+2D6	Rare
Carapace	70+3D6	Rare
Mesh	25+3D6	Rare

BIONICS

Item	Cost	Availability
Arm	80+3D6	Rare
Eye	50+3D6	Rare
Leg	80+3D6	Rare

MISCELLANEOUS

Item	Cost	Availability
Auto-repairer	80+4D6	Rare
Bio-Booster	50+4D6	Rare
Bio-Scanner	50+3D6	Rare
Blindsnake Pouch	30+2D6	Rare
Clip Harness	10	Common
Concealed Blade	10+D6	Rare
Filter Plugs	10	Common
Grav Chute	40+4D6	Rare
Grapnel	30+4D6	Rare
Infra-Goggles	30+3D6	Rare
Isotropic Fuel Rod	50+4D6	Rare
Lobo-chip	20	Common
Medi-pack	80+4D6	Rare
Mung vase	D6x10	Rare
One in a Million Weapon	As Weapon x 2	Rare
Photo-Contacts	15	Common
Photo-Visor	10	Common
Ratskin map	D6x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
Skull Chip	30+3D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon reload	Half Weapon base cost	Rare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NECROMUNDA: UNDERHIVE

A SUMMARY OF THE NEW EDITION

BY MATT KEEFE

For those of you have the old Necromunda rulebook from the boxed game, or the collected hardback or softback versions of Necromunda and Outlanders, you can use the following list to bring your copy up to date with the revised version of the rules from Necromunda: Underhive. This list also includes some clarifications, errata and other interesting notes, so players with the new rulebook may also find it useful.

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TEMPLATES
The myriad of template sizes used in the old Necromunda have been dropped, and replaced instead with the standard 40K sized templates (a page of cut outs for these is included later in this article). The smaller of the two templates is known as the 'blast' template, the larger as the 'gas cloud' template. Which template size weapons use is noted in their description in the armoury (a summary of which is included at the end of this article).

DAMAGE DICE
As with templates, we've removed many of the more unusual kinds of dice used in the game, particularly those used for determining the amount of damage caused by a shot. Weapons either have a fixed damage or use a D3 or D6 (no D4, D8, D10 or D12 anymore). The weapons summary in this article will tell you which dice to roll .

HIGH IMPACT
High Impact is a new rule which applies to shooting attacks. Any weapon with a strength of 7 or more is known as a high impact weapon. When a fighter is hit by a high impact weapon they will go out of action on a roll of a 5 or 6 (rather than just the normal 6). This only applies to the injury roll for the original 'hit' so in later turns roll on the chart as normal. All other effects of injuries from high impact weapons are as normal.

SUSTAINED FIRE
We've removed the need for sustained fire dice and replaced it with the following rule.

When you shoot with a sustained fire weapon , first declare whether you are firing a normal single shot or a sustained shot. A single shot is worked out as normal. A sustained shot is worked out as follows. First roll to determine how many separate shots the weapon makes by rolling a number of D3s equal to the weapons sustained fire value. Each shot is treated as a separate shot which can be made at the same target, or another model within 4" of the original target. At least one of the shots must be allocated to the original target. Other than this you can allocate the shots in any manner you wish. Once the shots have been allocated, make a roll to hit for each shot against the relevant targets. Remember that some of the shots may require different scores to hit than others, since their respective targets may be in cover and so on.

After making 'to hit' rolls, roll for wounds and injuries as normal for any models which have suffered a hit.

Veteran players will also notice that this means that we've changed how you roll to hit from sustained fire shots. In the old rules, a single roll to hit was made then the number of hits was determined, which seemed a little unfair since it meant you either hit with all your shots or missed with all of them. This way you roll more to hit dice, which has two effects. It gives a more even spread of hits (so sustained fire weapons become more reliable in that they will normally cause a few hits. Secondly it increases the chance that you will have to make an ammo roll (hence removing the need for a 'jam' result and allowing us to scrap the sustained fire dice).

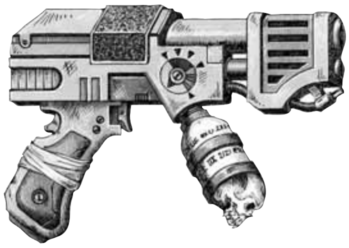
FLAMERS & CATCHING FIRE
The 'catching fire' rules have been removed completely, since they were a little complex and didn't really add much to the game. Many players also through flamers were too cheap, so removing this ability rectifies a number of problems. Early printings of the book contain some erroneous references to catching fire, but these should be ignored completely. Weapons which used the 'catching fire' rule (hotshot shells, flamers) are altered in accordance with this, and such changes are noted individually throughout this article.

HAND FLAMERS

We've changed the way in which hand flamers work, so they now use the following special rules. You can get the profile for the weapon from the weapons summary at the end of this article.

Template: The hand flamer's shot is represented by the teardrop-shaped template, in exactly the same way as the flamer. This is used as described in the rules for flamers in the shooting section of the rules.

One Shot: The hand flamer carries only a very small reserve of fuel, far less than that contained in the vast canisters of propellant often attached to its larger cousin, the flamer. Because of this the hand flamer may only make a single ranged shot (i.e. using the flamer template) during each game.



Hand-to-Hand Combat: As long as the hand flamer is not used to make a template attack, it may be used in hand-to-hand combat in the same way as other pistols, where smaller, controlled puffs of flame can be used against the enemy without entirely depleting the flamers fuel reserves. A hand flamer which has been used in hand-to-hand combat may still be used to make a template attack, but once it has done so the fuel is exhausted and it may not be used again for shooting or hand-to-hand combat for the remainder of the game.

SCATTER SHOT SHOTGUN AMMO

The scatter shot ammo for the shotgun, which previously used a very tiny 1/2" template , has changed to accommodate the new templates. When firing scatter shot, roll to hit the original target as normal. In addition, roll a dice for any model in base contact with the target, or any model within the rang at which they could normally be hit by stray shots. These models are also hit on a roll of a 4+ (in a similar way to blast weapons).

HOT SHOT SHOTGUN AMMO

Hot shot ammo no longer causes the target to catch fire. Instead, the explosive gout of flame unleashed by a hot shot cartridge envelops a target, snaking through gaps in armour or clothing and burning the target over a wide area. Hot shell shells allow you to re-roll failed 'to wound' rolls.

SMOKE & GAS GRENADES

Because of the new template sizes, the tables for gas grenades and smoke grenades have changed. Both of these weapons now place a gas cloud sized template when fired. You should then roll on the appropriate table at the start of each player's turn.

GAS GRENADES

1	The gas dissipates causing no further harm.
2-3	The gas remains where it is.
4-5	The cloud shrinks to a blast template in size.
6	The gas drifts D6" in a random direction. Any models enveloped by the gas are hit.

SMOKE GRENADES

1-2	The cloud remains where it is until the end of the testing player's turn and then dissipates with no further effect.
3-4	The cloud remains where it is.
5	The cloud shrinks to a blast template in size.
6	The cloud drifts D6" in a random direction using a scatter dice.

WEAPON LISTS

Instead of all gangs sharing a single weapons list, each House now has their own specific weapons list. Use the following rules when arming your gang.

Each fighter you recruit can be armed with one or more of the weapons listed on the relevant weapons list for their house.

In addition to being restricted to weapons available to their house, different types of fighter are restricted to different types of weapon. Juves, for example, can only have hand-to-hand weapons, pistols and grenades.

A fighter can carry only one heavy weapon – eg, he can carry a heavy stubber or a lascannon, but not both. He can have any number of other weapons. The model is always assumed to be using the weapon depicted in his hands unless the player declares otherwise. Remember, additional weapons must be identifiable on the model itself.

A fighter can carry grenades even if the model does not actually include them, as they are assumed to be stowed inside pockets, pouches or bags. The cost is the price of equipping the model with a supply of grenades – not the cost of a single grenade. Once equipped with grenades a fighter may use them in every battle...

LEADER ONLY WEAPONS
When a gang is first created, certain weapons are restricted to their leader, as noted in the weapon lists opposite. After a campaign has begun however, these weapons may be purchased for any gang member, using the normal trading post rules.

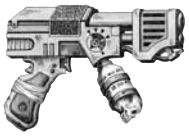
GRENADES, MISSILES & SHOTGUN SHELLS
Grenades can be carried inside a bag, pouch or pocket and so can be carried by any fighter, even if the model itself does not include them. A grenade may be thrown in the shooting phase instead of shooting with another weapon.

Grenades and missiles must be bought separately for grenade launchers and missile launchers. In both cases, your purchase is to equip the fighter with a supply of ammunition. Once a supply is bought your fighter always has that type of missile. The same is true of the extra shotgun shells, although shotguns come with solid shot and scatter shells as standard. Regardless of which house the fighter belongs to, the same grenades, missiles and shotgun shell costs are sued, as shown below.

Grenades	**Cost**
Frag Grenades	30
Krak Grenades	50
Missiles	**Cost**
Frag Missile	35
Krak Missile	115
Shells & Bullets	**Cost**
Dum-dum bullets for Stub gun	5
Man-Stopper Shotgun shell	5
Hot-Shot Shotgun Shell	5
Bolt Shotgun Shell	15

HOUSE GOLIATH WEAPON LIST

Hand to Hand Weapons	**Cost**
Knife	free
Club, Maul, Bludgeon	10
Pistols	
Autopistol	15
Laspistol	15
Stub Gun	10
Basic Weapons	
Autogun	20
Lasgun	25
Shotgun	20
Special Weapons	
Flamer	40
Grenade Launcher	130
Heavy Weapons	
Auto-Cannon	300
Heavy Stubber	120
Heavy Bolter	180
Leader Only	
Chainsword	25
Meltagun	95
Bolt pistol	20



HOUSE VAN SAAR WEAPON LIST

Hand to Hand Weapons	**Cost**
Knife	free
Club, Maul, Bludgeon	10
Pistols	
Autopistol	15
Boltpistol	20
Laspistol	15
Stub Gun	10
Basic Weapons	
Autogun	20
Lasgun	25
Shotgun	20
Special Weapons	
Flamer	40
Plasmagun	70
Heavy Weapons	
Heavy Stubber	120
Heavy Plasmagun	285
Leader Only	
Chainsword	25
Meltagun	95
Plasmagun	25

HOUSE ORLOCK WEAPON LIST

Hand to Hand Weapons	**Cost**
Knife	free
Chain or Flail	10
Pistols	
Autopistol	15
Laspistol	15
Stub Gun	10
Basic Weapons	
Autogun	20
Lasgun	25
Shotgun	20
Special Weapons	
Flamer	40
Grenade Launcher	130
Heavy Weapons	
Missile Launcher	185
Heavy Stubber	120
Heavy Bolter	180
Leader Only	
Chainsword	25
Meltagun	95
Boltgun	35

HOUSE DELAQUE WEAPON LIST

Hand to Hand Weapons	**Cost**
Knife	free
Club, Maul, Bludgeon	10
Pistols	
Autopistol	15
Laspistol	15
Stub Gun	10
Basic Weapons	
Autogun	20
Lasgun	25
Shotgun	20
Special Weapons	
Flamer	40
Heavy Weapons	
Heavy Stubber	120
Lascannon	400
Leader Only	
Bolt pistol	20
Boltgun	35
Chainsword	25
Meltagun	95

HOUSE CAWDOR WEAPON LIST

Hand to Hand Weapons	**Cost**
Knife	free
Pistols	
Autopistol	15
Laspistol	15
Stub Gun	10
Basic Weapons	
Autogun	20
Boltgun	35
Lasgun	25
Shotgun	20
Special Weapons	
Flamer	40
Grenade Launcher	130
Heavy Weapons	
Heavy Stubber	120
Heavy Bolter	180
Leader Only	
Chainsword	25
Bolt pistol	20

HOUSE ESCHER WEAPON LIST

Hand to Hand Weapons	**Cost**
Knife	free
Sword	10
Club, Maul, Bludgeon	10
Pistols	
Autopistol	15
Laspistol	15
Stub Gun	10
Basic Weapons	
Autogun	20
Lasgun	25
Shotgun	20
Special Weapons	
Flamer	40
Heavy Weapons	
Heavy Stubber	120
Heavy Plasnagun	285
Leader Only	
Bolt Pistol	20
Boltgun	35
Chainsword	25
Plasma Pistol	25

HAND TO HAND WEAPONS

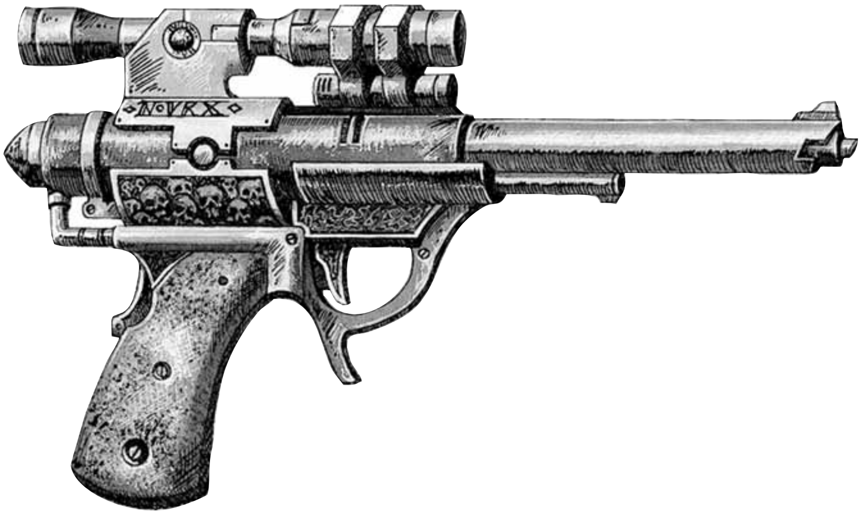
Weapon	Range	Strength	Damage	Save Mod	Special Rules
Massive Axe Sword or Club	Close Combat	As user +2	1	-	*Opponent wins draws*
Chains & Flails	Close Combat	As user +1	1	-	*Opponent may not parry* *Fumbles count double*
Chainsword	Close Combat	4	1	-1	*Parry*
Swords & Knives	Close Combat	As user	1	-	*Swords*
Power Swords	Close Combat	5	1	-3	*Parry*
Power Axe					
2-hand	Close Combat	6	1	-3	
1-hand	Close Combat	5	1	-2	
Power Fist	Close Combat	8	1	-5	
Power Maul	Close Combat	5	1	-3	

Special Rule: *Enemies who go Down are automatically Out Of Action. Does not inflict Serious Injuries.*

PISTOLS

	Range		To Hit				Save Mod.	Ammo Roll	
	Short	Long	Short	Long	Str.	Damage			Special
Autopistol	0-8	8-16	+2	-	3	1	-	4+	
Boltpistol	0-8	8-16	+2	-	4	1	-1	6+	
Laspistol	0-8	8-16	+2	-1	3	1	-	2+	
Needle Pistol	0-8	8-16	+2	-	3	1	-1	6+	*Toxic dart, Injuries*
Plasma Pistol									
Low Energy	0-6	6-12	+2	-1	4	1	-	4+	
Maximum Power	0-6	6-18	+2	-1	6	1	-1	4+	
Special Rule: *Takes an entire turn to recharge when fired on maximum power.*									
Stub Gun	0-8	8-16	-	-1	3	1	-	4+	*Dum-dum Bullets (S4)*
Web Pistol	0-4	4-8	-	-1	-	Special	-	6+	*Fires Web*
Hand Flamer	Special Rules Template Weapon		-	-	4	1	-2	-	

Special Rule: *All pistols count as Close Combat weapons.*



BASIC WEAPONS

	Range		To Hit				Save	Ammo	
	Short	Long	Short	Long	Str.	Damage	Mod.	Roll	Special
Autogun	0-12	12-24	+1	-	3	1	-	4+	
Boltpistol	0-12	12-24	+1	-	4	1	-1	6+	
Lasgun	0-12	12-24	+1	-	3	1	-1	2+	
Shotgun									
Solid slug	0-4	4-18	-	-1	4	1	-	4+	
Scatter shot	0-4	4-18	+1	-1	3	1	-	4+	
Man Stopper	0-4	4-18	-	-	4	1	-2	4+	
Hot Shot	0-4	4-18	-	-1	4	1	-	6+	Special rules
Bolt	0-4	4-24	+1	-	4	1	-1	6+	*Range 24”*

SPECIAL WEAPONS

	Range		To Hit				Save	Ammo	
	Short	Long	Short	Long	Str.	Damage	Mod.	Roll	Special
Flamer	Special Rules Template Weapon		-	-	4	1	-2	4+-	*Target may*
Grenade Launcher	0-20	20-60	-	-1	As grenade type			auto	*Move or fire*
Melta-gun	0-6	6-12	+1	-	8	D6	-4	4+	
Needle Rifle	0-16	16-32	+1	-	3	1	-1	6+	*Special injury chart*
Plasma-gun									
Maximum Power	0-6	6-24	+1	-	7	1	-2	4+	
Low Energy	0-6	6-16	+1	-	5	1	-1	4+	
***Special Rule**: Takes an entire turn to recharge when fired on maximum power.*									

HEAVY WEAPONS

	Range		To Hit				Save	Ammo	
	Short	Long	Short	Long	Str.	Damage	Mod.	Roll	Special
Autocannon	0-20	20-72	-	-	8	D6	-3	4+	*Sustained Fire 1 Dice*
Heavy Bolter	0-20	20-40	-	-	5	D3	-2	6+	*Sustained Fire 2 Dice*
Heavy Plasma-gun									
Low Energy	0-20	20-40	-	-	7	D3	-2	4+	
Maximum Energy	0-20	20-72	-	-	10	D6	-6	4+	
***Special Rule**: Takes an entire turn to recharge when fired on maximum power.*									
Heavy Stubber	0-20	20-40	-	-	4	1	-1	4+	*Sustained Fire 2 Dice*
Lascannon	0-20	20-60	-	-	9	2D6	-6	4+	
Missile Launcher	0-20	20-70			as missile (see below)			auto	
Super Krak Missile					8	D6	-6	-	
Frag					4	1	-1		*Blast*

GRENADES

	Strength	Damage	Save Modifier	Special
Krak	6	D6	-3	*-1 to hit, Demolition, Scatter*
Frag	3	1	-1	*Blast*
Melta bomb	8	D6	-4	*Demolition*
Plasma	5	1	-2	*Blast*
Photon	0	0	0	*Blast*

Necromunda Rules Review 2005

The Necromunda Rules Review is conducted every two years and is designed to update the rules, make corrections and review and ratify the status of any new or experimental rules. This years review falls into three main sections:

1) **Errata.** Corrections and minor changes to the Necromunda Rulebook and any official supplemental material.
2) **FAQ.** An official Q&A to help clarify any situations which may not be covered by the main rules.
3) **Experimental Rules.** Review status of new and existing Experimental rules.

ERRATA

All page numbers refer to the Online rulebook.

The Parry (page 24). Add a sentence to the end of first paragraph.

> *You may never re-roll a parried dice more than once.*

The Bottle Test (page 26). Remove the Voluntary Bottle Out sub-section and add the following paragraph to the end of the Bottle Test section.

> *A player may voluntarily fail a Bottle test if he wishes to do so. In which case there is no need to actually take the test it is assumed to automatically fail as the gangers melt into the shadows and retreat. Note that all the conditions for taking a Bottle test (25% causalities) still need to be met and the bottling player is still classed as losing the game.*

Jumping (page 27). Replace the first paragraph in the Jumping section with the following paragraph.

> *A model may jump down from a higher level to another. If the height is 3" or less then take an initiative test, a failure means you fell, a success means you have landed safely but may not move further and a roll of one means you have landed and may take the remainder of your move if applicable. A vertical jump over 3" is treated as a deliberate fall and uses the rules in the above damage section as normal. You may deliberately 'charge' another model who is below your model should you wish to, in which case use the rules for falling onto another model as described above.*

Hand Flamer (Page 38). On the Hand Flamers profile delete the words *or Close Combat*. Replace the Hand Flamer's special rule section with following text.

> *The hand flamer works in exactly the same way as a standard flamer, including the rules for templates. The exception being that the hand flamer is a one shot weapon. Once it has been fired it cannot be used in any other way for the rest of the game. Note; unlike other pistols the hand flamer cannot be used in hand-to-hand combat.*

Frag Grenade (page 45). In the Frag grenades profile, under the Special heading, replace *Blast* for *Gas Cloud*. Replace the Frag Grenade's special rule section with the following text.

> *Gas Cloud. As the name would suggest, a fragmentation or 'frag' grenade spills its explosive contents over a substantial area, and hence uses the gas cloud template.*

Heavies (Page 77). Add 'basic' to the list of weapons a Heavy can be armed with.

Weapons (page 78). Replace the lists on page 78 and 79 with the following.

Goliath

House Goliath is fairly balanced between hand to hand and ranged combat, though they favour large powerful weapons.

Hand-to-Hand Weapons

Knife
Club/Maul/Bludgeon
Massive Axe/Club/Sword
Chain/Flail

Pistols

Stubgun
Laspistol
Autopistol

Basic Weapons

Autogun
Shotgun
Boltgun

Special Weapons

Grenade Launcher
Flamer

Heavy Weapons

Heavy Bolter
Heavy Stubber
Autocannon

Leader Only

Bolt Pistol
Chainsword

Orlock

Orlock are pretty balanced in hand to hand and ranged weapons with access to a variety of guns and hand to hand weapons.

Hand-to-hand Weapons

Knife
Club/Maul/Bludgeon
Chain/Flail

Pistols

Stubgun
Laspistol
Autopistol

Basic Weapons

Autogun,
Shotgun,
Lasgun

Special Weapons

Grenade Launcher
Flamer

Heavy Weapons
Heavy Bolter
Heavy Stubber
Missile Launcher

Leader Only
Boltgun
Meltagun
Chainsword

Van Saar

Van Saar are the shooty gang, so they have a distinct bias towards a wide array of firearms. They use powerful and more reliable weapons.

Hand-to-hand Weapons
Knife
Club/Maul/Bludgeon

Pistol Weapons
Stubgun
Laspistol
Autopistol
Bolt Pistol

Basic Weapons
Autogun,
Shotgun,
Lasgun

Special Weapons
Plasma Gun
Flamer

Heavy Weapons
Heavy Stubber
Heavy Plasma Gun
Lascannon

Leader Only
Meltagun
Plasma Pistol
Chainsword

Cawdor

Cawdor are zealous and righteous fighters, who prefer weapons which allow their fighters to get close enough to enjoy taking their enemies down. Their other weapons are similarly loud, powerful fear-inducing.

Hand-to-hand Weapons
Knife

Pistols
Stubgun

Laspistol
Autopistol
Bolt Pistol
Hand Flamer

Basic Weapons
Autogun,
Shotgun,
Lasgun
Boltgun

Special Weapons
Grenade Launcher
Flamer

Heavy Weapons
Heavy Bolter
Heavy Stubber
Autocannon

Leader Only
Meltagun
Chainsword

Escher

Escher has a strong bias towards hand to hand combat. They have more hand to hand weapons than any other one gang. Their firearms are more elegant guns. They prefer plasma guns for their high power fire.

Hand-to-hand Weapons
Knife
Club/Maul/Bludgeon
Chain/Flail
Sword

Pistols
Stubgun
Laspistol
Autopistol

Basic Weapons
Autogun,
Shotgun,
Lasgun

Special Weapons
Plasma Gun
Flamer

Heavy Weapons
Heavy Plasma Gun
Heavy Stubber

Leader Only
Boltgun

Plasma Pistol
Chainsword

Delaque

Hand-to hand Weapons
Knife
Club/Maul/Bludgeon
Chain/Flail

Pistols
Autopistol
Laspistol
Stubgun

Basic Weapons
Autogun
Shotgun
Lasgun

Special Weapons
Flamer
Plasmagun

Heavy Weapons
Heavy Stubber
Heavy Plasma Gun
Lascannon

Leader Only
Chainsword
Bolt Gun
Meltagun

Minimum Characteristics (page 95). Add the following text to the bottom of the Characteristic Increase section.

> *Minimum Characteristics: Permanent reductions to characteristics, like injuries, cannot reduce a characteristic below the value of 1. Any further reduction to that characteristic is ignored.*

House Weapons Lists (Page 97). Replace the House Weapon Lists section with the following texts.

> *During the post game sequence your gang may buy as many weapons from your house weapons list as you have credits for. Weapons that are not on your house weapon list are harder to find, but still available to you if you desire them. When your gang leader and any gangers that accompany him go in search of rare trade they may also be looking for weapons not on their house weapons list. This is done in a similar fashion as searching for rare trade and follows all the rules of searching for rare trade items. Your gang leader rolls a d3 and adds all the applicable modifiers. This is the number of items that are offered to your gang leader. Before determining what rare items are offered to your gang leader (by rolling d66) you may instead choose to use one or more of those offers to purchase one weapon not on your house weapons list. Each non-house weapon purchased reduces your rare trade offers by one. Note: Common equipment (like respirators) is considered accessible to every house and does not cause a reduction in rare trade items. In*

> *addition, gangs that have a specialized starting weapons list, like Scavvies or Ratskins, treat their weapons lists as a House Weapons list.*

Necromunda 2005 FAQ

This FAQ is the official FAQ for Necromunda. It has been compiled by the 2005 Necromunda Rules Review by the Necromunda Rules Committee. This FAQ replaces any previous FAQ for Necromunda and will be updated, as needed, by the Necromunda Rules Committee at the advisement of the Necromunda Answer Moderators.

ABBREVIATIONS

This Q&A uses the following abbreviations:

CCW = Close Combat Weapon
HTH = Hand-to-hand
LOS = Line of Sight
NRC = Necromunda Rules Committee (Official GW Rules Committee)
OOA = Out-of-action
ORB = Online Rule Book
SF = Sustained Fire

EQUIPMENT

Q: What is the cost impact to the gang leader who has a ratskin map?
A: According to ORB page 99 the cost of an item that is added to a fighter's cost is the cost of the item paid without the variable component. Since the Ratskin map has a total variable cost you should add the cost paid to the gang leader. In addition, any other items that have only a variable cost will add that cost to the fighter that is equipped with it.

Q: Can Pit Slave Gang armour plates and standard armour from the rare trade tables be combined?
A: According to the Armour rules on ORB page 18 and the Armour Rules in the Armoury on ORB page 48 no reference is made to how much armour a fighter can wear is made. As such, logic would dictate that you can only utilize one item or armour unless the items specifically lists otherwise. The only example at this time is the Enforcer Suppression Shield.

Q: What should the rules for Spook be?
A: Since this was left out in the Outlaw Trading Post Rules because the Wyrd Rules were not finalized yet, here is what should work for Spook:

> ***Effect:*** *A dose of Spook will temporarily give a model a minor Wyrd power. Generate the power by rolling d66 on the Wyrd minor powers Table at the start of the game. This may result in a power which is useless on its own, or indeed, no power at all - taking Spook is not what you call an exact science. Even if the model takes Spook twice in a row it will not get the same power.*
>
> ***Duration:*** *A single dose of Spook lasts for the duration of the game.*
>
> ***Side-effects****: Daemonic attack! See the Wyrd rules for more details of the peril of the warp. Daemonic attack can occur during the game whenever the Spooker uses their power and rolls a 2 or 12 for their Leadership test.*

Q: Can a hand equipped with a power fist be used to carry another weapon?
A: According to ORB page 35 the Power Fist rules state that 'when not used in HTH the hand with the power fist can be use to carry other items. However, since you can only use one CCW if you are armed

with a basic, special or heavy weapon you do not have to use the power fist, but must say that you are before rolling your HTH dice.

Q: Can a fighter have more than one gun sight and use more than one in the same shooting phase?
A: It is not stated in the ORB but a general rule is that a fighter may be armed with one gun sight per weapon and you may use that gun sight each time that weapon is used.

Q: Can a fighter with a red-dot laser sight turn it off?
A: It is not stated in the ORB but yes, at the start of the shooting phase the fighter may turn off the re-dot laser sight and not gain the benefit of the +1 to hit and the target will not get the dodge chance as well.

EXPERIENCE

How many wounding hits can be gained in the following situations?
1. Sustained Fire = 1 wounding hit award per target wounded, even if the target is hit multiple times. If you split your SF shots between 3 targets and wound them all then you would get 3 wounding hit awards.
2. HTH = 1 wounding hit per target wound characteristic that you take (inflict) or flesh wound you inflict. If your opponent has 3W on its profile then you could gain 3 wounding hit awards from it plus any flesh wounds inflicted before taking the fighter out-of-action.
3. Template Weapons = 1 wounding hit no matter how many targets hit. If you hit 4 targets and wound them all with a frag grenade then you get only 1 wounding hit award.
4. Scattered Shots = shots that do not hit your intended target will not yield any wounding hit award for the firing fighter because you did not hit your intended target.
5. Charging a Down Fighter = no wounding hit awards are gained by charging a fighter that is already down.
6. Shooting at a down fighter = if you take the model OOA or inflict a flesh wound with your shot then you would get one wounding hit experience award for affecting that fighter further.

Q: When a Juve gains enough experience to become a ganger do I change his cost to 50 credits on my gang roster for gang rating purposes?
A: According to ORB page 85 the answer is no because 'Once a Juve has earned 21 or more experience points he becomes a fully fledged ganger...Note that his profile stays the same.' Since his cost is part of his profile his cost stays the same.

Q: Do I get experience when I wound a target that I was not targeting? An example is a bouncing grenade or scattering template weapon?
A: According to ORB page 110 it states 'Make a note on the gang roster every time the fighter scores a hit and wounds his target.’ Since you did not hit the target you were intending to you would not get experience for the shot.

Q: Do you get experience if you throw a model off of a building or they fail a pin check next to a building edge and are injured as a result?
A: According to ORB page 110 it states 'Make a note on the gang roster every time the fighter scores a hit and wounds his target.' This means that if you throw a fighter off a building then yes you would gain experience, but if the fighter failed a pin test near an edge then you would not.

Q: Do you get Underdog bonuses if the game is a draw?
A: According to ORB page 85 the Underdog Experience Bonus is cut and dry as Win/Lose. Use the Lose category for a draw.

Q: Is the chain/flail category of weapons one handed or two handed?
A: According to the Armour Entry chains/flails are one handed.

Q: What happens when an injury results to a location that has a bionic part already, like and arm wound?

A: Since this is not specifically listed, roll a d6. On a result of 4-6 the bionics are intact and the injury is ignored. On a result of 1-3 the bionic is destroyed. Remove the bionics from your roster entry for the fighter and apply the injury as well.

GENERAL

Q: Where are the old 'Catching Fire' rules?
A: There is no longer any references to catching fire in the Necromunda ORB. Catching fire has been eliminated from the current version of Necromunda.

Q: What happens to the 'equipment' of a target that is freed in a Rescue attempt (Rescue Scenario)?
A: According to ORB page 118 it is stated that a captive has no weapons or other equipment other then the knife he is given. It is generally interpreted that the equipment of the captive is in his possession but unusable until after the game if the captive is rescued.

Q: Is there a maximum number of gang members in a gang?
A: In the Gang Recruitment section of the ORB page 76 lists a minimum gang size and the only limits are the maximum number of Juvies and Heavies that are allowed.

Q: Since there is no maximum to the number of gang members, how many 'heavies' can I have?
A: According to ORB page 76 the maximum number of Heavies that a gang may have is two no matter what the total size of the gang is.

Q: Can the gang member that takes over leadership of a gang through the death of the previous leader go to the rare trade post right away? Does his cost change?
A: According to the gang Leadership article in Fanatic Magazine 1 the answer is right away, assuming that the fighter did not go OOA. In addition, according to ORB page 85 the fighter does not change in cost because 'Once a Juve has earned 21 or more experience points he becomes a fully fledged ganger...Note that his profile stays the same.' Since his cost is part of his profile his value stays the same. This will hold true for gangers promoted to Leaders as well.

Q: Will a Heavy or Juve challenge for leadership or assume leadership of the gang?
A: The Leadership article in Fanatic Magazine 1 states that the gang fighter with the most experience takes over. In the situation where the Heavy or Juve is next in line simply ignore them and select the next ‘Ganger’ to take over. In the event that a Juve with a higher leadership then the ‘leader’ advances to become a ganger then he will immediately challenge for leadership. It is generally assumed that a Heavy is too busy maintaining the weapons to want to lead and no ganger would follow a Juve.

Q: When a leadership challenge results in a shoot-out, how is this resolved?
A: According to the Leadership article in Fanatic Magazine 1 you follow all the rules for the HTH leadership challenge. Alternatively it is also easy to use the Shoot-Out scenario as described on ORB page 119 but between the two fighters only.

Q: If my fighter is within 8" of an enemy fighter can I run to get away?
A: No. According to page 10 of the ORB it clearly states that if you approach within 8" of an enemy fighter that you must stop. The only exception to this is if your fighter is broken and is running per the broken rules in the Leadership section on ORB page 25.

Q: Can you charge a model that is hidden or out of line of sight?
A: You can only charge a fighter that you can see or have detected (aka inside your initiative range). This can get tricky, but remember that you declare and move charging models at the very start of the movement phase. In addition, per the charging rules on ORB page 11 you have to declare to your opponent who is charging and who the target of the charge is. If your fighter cannot see the intended target then he would not know to charge it. Keep in mind that as players we know there is a fighter there we want to charge but the reality of the fighter is that he has no LOS to the threat.

Q: If my fighter is ‘flying’ and hit and pinned, what happens?
A: In the rare event that your fighter can fly, be it a Yeld Spyrer or a mutant with wings, and the fighter is hit, then he will also be pinned. Do your best to figure out the height of the ‘flying’ fighter at the point it was hit and then determine an additional hit on the ’flying’ fighter as if they had fallen that distance. In this case though, catfall would not be applicable.

HAND-TO-HAND COMBAT

Q: When you hit in HTH with two close combat weapons how do I work out which weapons hits?
A: According to page 24 of the ORB, in the section of HTH Hits it states ' If a fighter is using two weapons (one in each hand) then any hits are inflicted alternately, first with one hand and then the other...Any odd hits can be resolved with either weapon.'

Q: When a pistol is used in HTH is the strength of the user or the strength of the pistol used to determine if you wound?
A: This is answered on ORB pages 22 and 23. ORB page 22, Procedure, Step 5. Throw To Wound states that 'The strength value will depend upon the weapon used.' ORB page 23, Wounds, Armour, and Injuries states that 'Once you have established the number of hits, the remaining procedure is the same as for shooting. Refer back to the Shooting section for a description on how to do this.'

Q: If my fighter has two swords and is able to use both swords in HTH do I get two parries?
A: Yes, according to ORB page 24 'In the unlikely event that a model carries two swords it may parry twice - that is, it may force two re-rolls or one re-roll against a model with a single sword.'

Q: If my fighter has two swords and the Combat Skill Parry how many parries to I have in HTH?
A: According to The Combat Skill: Parry description on ORB page 89 you would gain an additional parry. In this case you would get three.

Q: If several HTH combats are occurring within 2" of each other and the first HTH is resolved with one fighter going down or taken OOA, the rules state that 'If a model goes 'down' or 'OOA' then each friendly fighter within 2" must take an immediate Leadership Test' of break, how does this work?
A: You resolve HTH one fight at a time. According to ORB page 25, 'When to Test,' if a fighter goes 'down' or 'OOA' then all friendly fighters within 2" of him must immediately take a leadership tests. Any fighters that break follow the 'Breaking From Combat' rules on page 25 of the ORB.

Q: If a fighter armed with a chain and the parry skill (or a sword) is in HTH with another model with one or more swords, who if anyone will actually get to parry?
A: According to the Armoury Section entry for the Chains and Flails on ORB page 34 it states '*Parry* - It is impossible to parry against a fighter armed with a chain - the sword is simply dashed aside.' However, ORB page 24 states in the HTH Parry section that parries cancel each other out. The logical way to handle this is that the chain-wielding fighter cannot be parried and that his parries will be cancelled out by the other fighter’s parries. Any parries that the chain-wielding fighter may have after cancelling out parries with his opponent he would then be able to use. HTH is harsh and this will illustrate that fact.

Q: How does my fighter fight when it is considered helpless?
A: Unless otherwise stated, a fighter that is helpless will fight with a WS of 0 and A of 1. Remember that fighter is ‘down’ is not considered helpless, but follows the rules for being ‘down.’

HOUSE WEAPONS LIST

Q: When is the House Weapons List used?
A: The House Weapons List is used during gang creation and in every post game sequence. The rules start on ORB page 78.

GANG SPECIFIC

General Questions

Q: What happens to the equipment of a standard house ganger whose gang has been outlawed, captured, and then sold into slavery?
A: Per the 'Claim Bounty' rules on Necromunda ORB page 103 all gear is turned over to get the bounty.

Enforcers

Q: Can Enforcers report gangs to the watchmen? Will the -3 still apply?
A: According to page 2 (FM6, page 27) of the Dead or Alive PDF 'Whenever two players fight out a game of Necromunda either player can decide to report the incident to the Guilder's Watchmen afterwards.' Besides, why would the law not want to outlaw a gang that tries to eliminate them?

Pit Slaves

Q: What happens when a Pit Slave Gang member with three armour plates, which makes his Initiative 1, gets the Shell Shock Serious Injury, which will reduce his initiative by -1?
A: Since this is not addressed in the ORB yet, just like any situation that would lower a fighter's characteristic below 1, the minimum value is 1 so any further reduction is ignored.

Q: What are the rules for the following Pit Slave Weapons: Buzz Saw, Claw, Hammer, Rock Drill, and Shears?
A: These weapons were originally included in the old Outlanders Rule Book. They will now be covered in the revised Pit Slave Gang list coming to the weekly Fanatic Magazine Section or Play Test Vault near you, hopefully soon.

Ratskin Renegades

Q: In regards to Ratskins Renegades and trading, the rules state that 'For each ganger employed in this fashion you may add a further +1 randomly generated rare item to the list of those offered for sale' but what Ratskins Renegades are gangers?
A: The rules on page 9 of the Ratskin Renegades specifically refers to gangers, but no outlaw gang, except outlawed house gangs, have true gangers. Since all outlaws can forage and the rules specifically say that fighters that forage cannot go to the trading post it is logically to say that any member of the gang that did not forage may accompany the leader to the outlaw trading post.

Q: Are Ratskins Renegades Outlaws?
A: Although the rules for outlaws state that Ratskins are 'often' outlaws the 'Bounty' rules in FM5 'Ratskin Renegades' clearly tells me that they are indeed 'always' outlaws.

Q: The rules for the Ratskin Renegades in FM5 state that Knives are free? Is this true?
A: This is a misprint. It should be like all gangs. The first knife on every fighter is free and any additional ones are 5 credits each just like standard house gangs.

Q: The rules for Ratskins are a little unclear about who can work their territory?
A: The outlaw rules specifically mention gangers but no outlaw gang, except outlawed house gangs, have distinct gangers. It is logical to assume that any outlaw that did not scavenge can work their one territory.

Q: What weapons can Ratskins use?
A: The Ratskin rules in Fanatic Magazine 5 clearly states that the Ratskins use their own unique weapons list.

Skavvy Gangs

Q: Is a plague zombie considered a friendly model?
A: Per the Skavvy Rules in Fanatic Magazine 9 'Followers are completely ignored for purposes of Bottle tests, are never counted as the closest model when determining the ability to escape pinning, and do not count for achieving any scenario special victory conditions whether good (capturing or destroying objectives) or bad (losing territory in a gang fight).' So, yes they are friendly models because they fight on the same side, but do not allow you to do anything that a friendly fighter would, like escape pinning.

Q: When does a Skavvy get its first advance roll?
A: Since a Skavvy starts with 10+d6 experience he would get his first advance roll at 21 experience points.

Q: In regards to the mutation 'Wings' does the mutant suffer falling damage?
A: Yes. If a fighter is shot off a ledge then he will suffer damage per the Falling rules on page 27 of the ORB. Also, keep in mind if you are shot while moving and you were in the air then you will fall the distance to the level directly below you. This means if you were attempting to fly from a three-story building to the ground and are shot as soon as you step off the edge and are hit, even just pinned, you would fall 9" to the ground and suffer one strength 9 hit causing d6 wounds.

Q: Since Skavvies mutate on an advance result of 12 what happens to Bosses and Scalies? Do you increase the cost of the fighter? What about second mutations?
A: It would appear that Bosses and Scalies can mutate. In regards to cost, the mutation would not increase the fighter's cost. This would be a double hit from the cost and the experience that earned you the advance you just rolled and got the mutation.

Spyrers
Q: Which territory chart do Spyrers roll their starting territory on?
A: They are an outlaw gang so it only seems legitimate that they roll on the Outlaw Territory Chart in Dead or Alive! From Fanatic Magazine 6. Keep in mind that Spyrers do not need their territory and as such it only seems fitting that they would lurk out in the wastes.

Q: Can Spyrers use territories like vents and tunnels?
A: Yes, but remember that Spyrers will only start with one random outlaw territory (per Dead or Alive, FM6) and that they do not work any territories. If a Spyrer gang manages to capture a Vents, Tunnels, or other special territory then they may use the special rules for the respective territory during games if they elect to move their base of operations there.

Q: It seems strange that Spyrers are outlaws but cannot choose Outlaw Scenarios, is this still true?
A: Now that the outlaw scenarios have been released in Dead or Alive! In Fanatic Magazine 6, I would say that in addition to the scenarios listed in the Death Stalks the Underhive from Fanatic Magazine 2 Spyrers could choose The Hit and The Hunters.

SCENARIOS

Q: In a Shoot-Out does my fighter have to draw his primary weapon or can my fighter draw his pistol to get the +1?
A: You do not have to draw your heavy weapon, but remember that by the wording on page 120 of the ORB if you draw your pistol while armed with a heavy weapon you would be +1 for the pistol and -1 for being armed with a heavy weapon for a net result of +0.

Q: Who rolls for scenario if both gangs have the same gang rating?
A: Interesting. According to page 109 of the ORB the gang with the lower gang rating rolls on the scenario chart. Since tie results are not listed each player shall roll a d6 and the low roller then gets to roll as lower gang rating on the Scenario Chart and is treated as the lower gang rating. In the event that the d6 roll is tied simply re-roll until all players have a different d6 result.

SHOOTING

Q: Can I use a grenade or other template weapon to target a spot on the ground or barricade next to a hidden model?
A: You must always target a fighter unless the weapon or scenario allows otherwise. Just because you have a frag grenade and you want to target a hidden model you have no line-of-sight (LOS). Without LOS you cannot elect to throw the grenade at the barricade in front of the hidden model unless otherwise specified (see gas grenades in the armoury section of the Necromunda ORB). This prevents you from targeting the

bulkhead (+1 for a large target) instead of the Juve behind heavy cover that just sprinted 12" (-3 total). The bottom line is that unless the weapon description or scenario allows it you must always target a fighter or objective.

Q: If a fighter is simply standing next to a window can it shoot out it or should I get down to eye level and see what the fighter can and cannot see?
A: ORB page 13 states that 'Each model can shoot once in the shooting phase so long as he can see a target and assuming he has a suitable weapon and isn't fighting in HTH combat (as described later).' You should get down to eye level and see what you can see from your fighter's perspective. I recommend a simple little tool called a dental mirror. It is a small mirror on a stick. It is good for seeing in the tight quarters of Necromunda terrain.

Q: What shooting skills can I use when I am on Overwatch?
A: Since Overwatch is a special shooting rule and the wording of the shooting skills on page 91 of the ORB only Marksman and Crackshot can be used when you are on Overwatch because the others state 'shooting' phase. Keep in mind though that you still must target the closest threat and use all other shooting rules.

Q: If a model in hiding wants to shoot at a model that is on Overwatch, and the model on Overwatch wants to shoot him as soon as he pops out of cover, who gets to shoot first? Or does it take place Simultaneously?
A: This seems confusing, but is actually simple. Since the Overwatch shot would be taken as soon as the fighter becomes visible the hidden fighter gets his shot off first because the hidden fighter must shoot to forfeit its hidden status in this case. Therefore, if the Overwatch fighter was the target and ends up still in Overwatch after the hidden fighter resolves his shot then the Overwatch fighter could fire back as the hidden fighter is now visible. Basically, Overwatch cannot stop a hidden fighter from taking his shot because you need to be able to see a target to shoot at that target per ORB page 13.

Q: If a fighter with the Agility Skill Sprint is attempting to run more than 10" but is shot by a person on Overwatch, does the penalty for "fast moving target" apply even though the model was shot before he moved 10"?
A: Maybe. Per the Overwatch rules on page 21 of the ORB the all modifiers are applied to the shot at the moment it is taken. If the Sprinting fighter had moved 10" or more when the over-watching fighter takes his shot then yes, otherwise no.

Q: What modifiers apply to an Overwatch shot taken at a fighter that is trying to get to cover, starts in the open, and is shot before it gets to cover?
A: According to the Overwatch rules on page 21 of the ORB 'Work out the shot as normal, there is a special –1 hit modifier for shooting at an emerging or disappearing target whilst on Overwatch. This applies when the target is emerging from a position where he can't be seen or is attempting to move to where he can't be seen, presenting a fleeing target to the firer.' With this being stated, if the target starts in the open and is attempting to get to cover then they will get the appearing/disappearing modifier.

Q: Do Overwatch modifiers stack or do I use only one?
A: All Overwatch modifiers stack.

Q: What happens if a gas grenade goes off in a fighter's hands?
A: Follow the rules for Wild Grenades & Shells d6 result of '1' on page 29 of the ORB. It states 'Place the template directly over the model and work out damage normally.'

SKILLS

Q: Can a fighter with the Stealth Skill: Infiltration set-up in hiding?
A: Only if the scenario allows it.

Q: Does the Stealth Skill: Infiltrate allow my opponent to set-up his fighters in my deployment zone, on objectives, and at the edge of a board they need to exit?

A: Although it is beardy, this tactic is legal as long as the rules for the Stealth Skill: Infiltration as listed on ORB page 90 are followed. Remember that the infiltrating fighter must be set-up out of site of any enemy fighters so try to limit the spots the infiltrators can use if your opponent is being beardy.

Q: When I invent something with the Techno Skill: Inventor how do I determine what is invented?
A: That has been cleared up in the description of the Techno Skill: Inventor on page 91 f the ORB.

Q: If my fighter invents a 1-in-a-million weapon can I choose whatever weapon I want to? So, I could choose a 1-in-a-million needle rifle?
A: When you invent a 1-in-a-million weapon you have to roll on the chart on page 54 of the ORB to see what type of weapon you have invented. You then get to choose the actual weapon out of the type you roll. This means that you could not invent a 1-in-a-million Needle Rifle, as it is a Rare Weapon that acts like a Special Weapon for skills and other rules.

Q: What shooting skills stack with each other?
A: The following shooting skills can be used together: Hip Shooting, Fast Shot, and Gunfighter. Fast Shot and Rapid Fire do not stack, even if the fighter is stationary. For obvious reasons Hip Shooting and Rapid Fire do not stack. In addition, each shot is taken one at a time and not altogether. This means that if a weapon runs out of ammunition or explodes then you loose the remaining shots. Also, if you are using Gunfighter and Rapid Fire and the first shot explodes and pins you then you will not get to use the remaining shots since you were pinned.

Q: I understand that the Shooting Skill Fastshot cannot stack with the Shooting Skill Rapid Fire, but that Shooting Skill Fastshot CAN stack with the Shooting Skill Gunfighter, how is this resolved?
A: This situation would yield one shot per pistol per Attack Characteristic. Remember that to use the Shooting Skill Gunfighter you must only be armed with pistols and CCWs. An example is a fighter armed with a Bolt Pistol and Auto Pistol, Shooting Skills Gunfighter and Fast Shot, and an Attack Characteristic of 3 would get three shots with the Bolt Pistol and three shots with the Auto Pistol. Each shot is worked out one at a time.

Q: Does the Stealth Skill Ambush allow you to go into Overwatch in any circumstance that you can become hidden, specifically, can I move up to 4" and then go into both hiding AND Overwatch, effectively ignoring the ruling that you must remain stationary to go into Overwatch?
A: No, the Stealth Skill Ambush simply allows you to go into hiding and Overwatch at the same time. This means that a stationary fighter would not have to wait one turn after hiding to go into Overwatch. The Overwatch rules on page 21 of the ORB clearly state that you normally would need to go into Overwatch and not do anything else that turn.

Q: Can a fighter with the Stealth Skills Dive and Ambush move 8" and hide per Dive then go into Overwatch per Ambush?
A: No, the Stealth Skill Dive does allow you to move and go into hiding and Ambush does allow you to go into hiding and Overwatch at the same time; however, per the Overwatch rules on page 21 of the ORB only a stationary fighter can go into Overwatch.

Q: If a fighter with a sword (or ability to parry) charges with the Ferocity Skill Berserk Charge and the Combat Skill Counter Attack and his parries are cancelled, does he effectively receive the 'lost' parries back in the form of attack dice from the Counter Attack Skill?
A: No. Since you are using the Ferocity Skill Berserk Charge you have already given up your ability to parry. Also, since you are not parrying you cannot cancel out your opponent's parries and you do not have any parries for your opponent to cancel.

Q: Does a fighter who has the Ferocity Skill Impetuous have to use the 4" follow-up move to move closer to another target?
A: No. The follow-up rules as listed on page 24 of the ORB do not require you to use your follow-up to move closer to another target.

Q: Does a fighter who has the Combat Skill Feint allowed to roll his attack dice then decide to roll additional attack dice?
A: No. Per the HTH rules on page 22 of the ORB you roll attack dice first so you need to allocate any parries to attack before you roll.

Q: Timing wise, which happens first, the Combat Skill Disarm or the Agility Skill Jump Back?
A: Since on page 89 of the ORB the Agility Skill Jump Back states that if the Initiative Test is passed the HTH opponents are left behind there would be no one to use the Disarm Skill on at that point. Although they both state 'at the start of HTH' the Agility Skill Jump Back would disengage the fighters and end the HTH phase meaning it should take place first.

Q: Can the Combat Skill Disarm be used each turn to destroy multiple items from one fighter or can it be only used at the start of the first combat with an opponent?
A: On page 89 of the ORB it clearly states that the Combat Skill Disarm can be used against one close combat opponent at the start of the HTH combat phase. This means that if the fighters are still in HTH in the next turn then you may attempt to use your Combat Skill Disarm again.

Q: Say, Player A has a ganger in Overwatch. Player B has a Juve and a Ganger behind a building, not to be seen by Ganger from A. Now, Player B's Ganger and Juve want to hop to some other building. Player B moves Juve first, he gets spotted by Player A's over-watch ganger. Player A doesn't know if Player B will still move his ganger or not after the Juve, but obviously he wants so shoot the Ganger more than the Juve. So, the juve moves in front of A's Ganger and gets behind the other building. Now, Player B decides not the move the ganger. Player A says: 'Ah, but I still saw that Juve dash passed my over-watcher, so I'm going to shoot at him nonetheless'. Is he still entitled to do this?
A: No. Over-watch interrupts the movement phase and happens as movement takes place. Remember also, that page 21 of the ORB also states that 'work shooting out as normal' so all shooting rules like LOS and closest target would still apply.

Q: For the above, is B's movement phase over or not?
A: If the player moves onto his shooting phase he cannot continue to move, but per ORB page 21, Overwatch interrupts the movement phase, not ends it.

Q: Slightly different scenario: A has an over-watcher, B's Juve and Ganger are positioned in the same way as before. B wants to move his 2 models, but he won't be able to make it to some other cover behind a building. So, B moves his Juve, ending his move in front of the over-watcher. Again, A's hoping for a shot at the Ganger rather than the Juve, so he waits. B decides not to move his ganger in front of the over-watcher. A again says: 'Ah, I haven't shot, so I'm going to shoot your Juve anyway, since he's right in front of my anyway, disregarding the fact his move is already over and you moved another model too.' Is this possible? Again, the same question at two different stages: during B's movement phase, or when B has moved all his models and movement face is actually over.
A: Ok, technically the Juve has already moved, but since over-watch follows all normal shooting rules per ORB page 21 the over-watcher could say, hey, I am shooting the Ganger as he moves, you measure and the Juve is closer so he gets shot. This is the whole theory behind tactically placing models. You must shoot the closest threat, aka the Juve.

Q: If my fighter is standing still and is charged I can shoot the charging fighter, right?
A: This is not a Necromunda rule. The only way to do this in Necromunda is for the fighter that is being charged to have been placed in over-watch per the rules on ORB page 21 the turn before.

TERRAIN

Q: Can you move up and down through the ladders on the bulkheads?
A: As a general rule it is assumed that all ladders grant access to the floors above and below them, otherwise, why would there be a ladder there anyway?

Q: What happens when a fighter gets pinned behind cover, say a barricade?

A: Well, think of it this way. All players play differently. The school of players that uses markers to represent 'pinned' and 'down' do not have this problem because other fighters can still see the 'pinned' or 'down' fighter behind the barricade. Those of us, myself included, places a model on its back if 'pinned' and face down if 'down;' however, we need to remember that shots can still be taken at the 'pinned' or 'down' fighters as if they were standing. Status of a fighter does not affect its cover modifiers because they are now ‘harder’ or ‘easier’ to see when placed on their sides. Technically there is no mention of placing figures prone in the ORB, but rather to note it on your gang roster.

TERRITORIES

Q: What scenarios can I use Vents and Tunnels in?
A: Take a look...

Scenario	Attacker[2]		Defender[2]	
	Vents[3,4]	Tunnels[4]	Vents[3,4]	Tunnels[4]
Ambush	Yes	Yes	Yes[1]	Yes[1]
Gang Fighter	Yes	Yes	Yes	Yes
Caravan	No	No	No	No
Hit and Run	Yes	Yes	No	No
Loot & Pillage	Yes	Yes	No	No
Raid	Yes	Yes	No	No
Rescue	Yes	Yes	No	No
Scavengers	Yes	Yes	Yes	Yes
Shoot Out	No	No	No	No
The Hit	Yes	Yes	No	No
The Hunters	No	No	No	No

Notes
1. Only defender groups that he rolled a '6' for during deployment.
2. Vents and Tunnels do not allow you to field more fighters then the scenario allows and only a total of three fighters.
3. Vents allow fighters to be deployed to any floor above the ground level. This includes on bridges.

As fighters emerge from tunnels and vents they do not have to emerge at the same point and only need to follow the rules set forth in the territory descriptions on page 94 of the ORB.

Q: How many fighters can I set-up using Tunnels and Vents?
A: Three per territory per ORB page 94.

Q: Can a fighter with the Techno Skill: Fixer that is working an Archeotech Horde use his Fixer skill to change a roll of 3d6x10 to 2d6x10?
A: This would seem logical but the specific wording on Fixer on page 91 of the ORB implies that you can re-roll your roll not change the number of dice. This means you could re-roll the 3d6 but not change 3d6 to 2d6.

TRADING POST

Q: How many credits do I get if I sell a knife?
A: Per the rules for Selling on page 97 of the ORB you get half the value. Half of 5 is 2.5, which would round to 3 credits profit earned. As a side note, it should also be noted on your gang roster that if you sell your 'free' knife that you should no longer have a knife. One knife comes free to each gang member as they are recruited and are not a free source of constant income.

Q: Can a non-outlaw gang trade at the Outlaw trading post?
A: No they cannot.

Q: If my gang became outlawed then found a drug fixer and then paid off my guilder price, can I still buy the drugs from my fixer?
A: Interesting. I would say not without a house rule because the spirit of paying off your guild price brings you back into the hive and not the outlaw wastes therefore cutting your ties to the outlaw trading post.

WEAPONS
Q: Can the flames from the 'flamer' template shoot through a solid barrier or bulkhead?
A: A solid bulkhead cannot be shot through and no attempt can be made otherwise because you need LOS to target per the 'Who can Shoot' rules on page 13 or the ORB.

Q: How are partially hit targets worked out when a flamer targets a fighter partially behind a solid bulkhead?
A: Partially hit targets follow the rules for partially hit targets on ORB page 20. Even though the bulkhead is solid the target is still partially hit. Follow the rules and see if the subsequent rolls are successful.

Q: How are hits worked out with a flamer when the target is up a level or two from the firing fighter?
A: First of all, remember that you need to follow the 'Who can Shoot' rules on page 13 of the ORB. Secondly, if you can see the target, most walkways or 'level' flooring will get the target partial cover, but if the target is under the template he is hit. Remember that a flamer ignores cover so the walkway would not prevent the target from being hit.

Q: Does the Scaly Scatter Cannon scatter if you miss with it?
A: Yes, unless otherwise specified any weapon that uses a template will scatter if you fail to hit your intended target per the 'Blast Weapon' rules on page 19 of the ORB.

Q: The reference sheet does not list SF for the Plasmagun but ORB page 42 states that it does, which is correct?
A: Yes, it does have one sustained fire dice per page 42 of the ORB on both settings. Summaries tend to be misleading in wordings, not always contain all the data needed, and frequently are wrong. The Armoury section of the ORB that starts on page 32 is correct for all weapons as I far as I can tell. The weapon summaries will be fixed eventually, but for now, the ORB is correct. Whenever there is a difference between the rules and the reference sheets the rules in the ORB are to be followed.

EXPERIMENTAL RULES

The following categories are for the supplemental materials for Necromunda published by Specialist Games, be they from Fanatic Magazine, Fanatic Online, or the Play Test Vault. All other existing rules articles should be considered optional or house rules.

Official as of the 2005 Necromunda Rules Review
  Online Rule Book
  Gang – Ash Waste Nomads
  Gang – Enforcers
  Gang – Ratskin Renegades (Ratskin Renegades)
  Gang – Skavvies
  Gang – Spyrers (Death Stalks the Hive)
  Hired Gun – Ogryn Bodyguard
  Hired Gun – Wyrds (Wyrd and the Wonderful)
  Rules – Gang Leadership
  Rules – Blind Fighting (Night Fighting)
  Rules – Outlaws (Dead or Alive and Ratskins)
  Rules – Treacherous Conditions
  Special Character – Kal Jerico
Remaining Experimental as of the 2005 Necromunda Rules review
  Gang – Redemptionists.